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FIND YOUR FATE... ADVENTURE

#6

# INDIANA JONES™

and the

## LEGION OF DEATH

by RICHARD WENK

You and Indiana Jones™ search for rare Incan treasure in South America. Hungry cougars... deadly poisons... savage headhunters...the choices are up to you!



3

THRIFTBOOKS



YOU ARE ABOUT TO EMBARK ON  
AN INCREDIBLE ADVENTURE WITH  
**INDIANA JONES™**

You already know it will make a great story for your school paper. What you DON'T know is how much danger you will actually face as you accompany Indiana Jones™ on a quest to find lost Incan artifacts.

You'll be up against strange jungle animals, hostile natives, quicksand, and perhaps even the treachery of the very people you're working for.

Indy trusts your instincts. In fact, he's going to let YOU make the decisions about where to go and which leads to follow. That's a huge responsibility.

Will you find the lost treasure or be lost forever?  
Will you survive to write your terrific article or leave people wondering whatever happened to you?

It's all up to you!

**BON VOYAGE!!**



# INDIANA JONES™

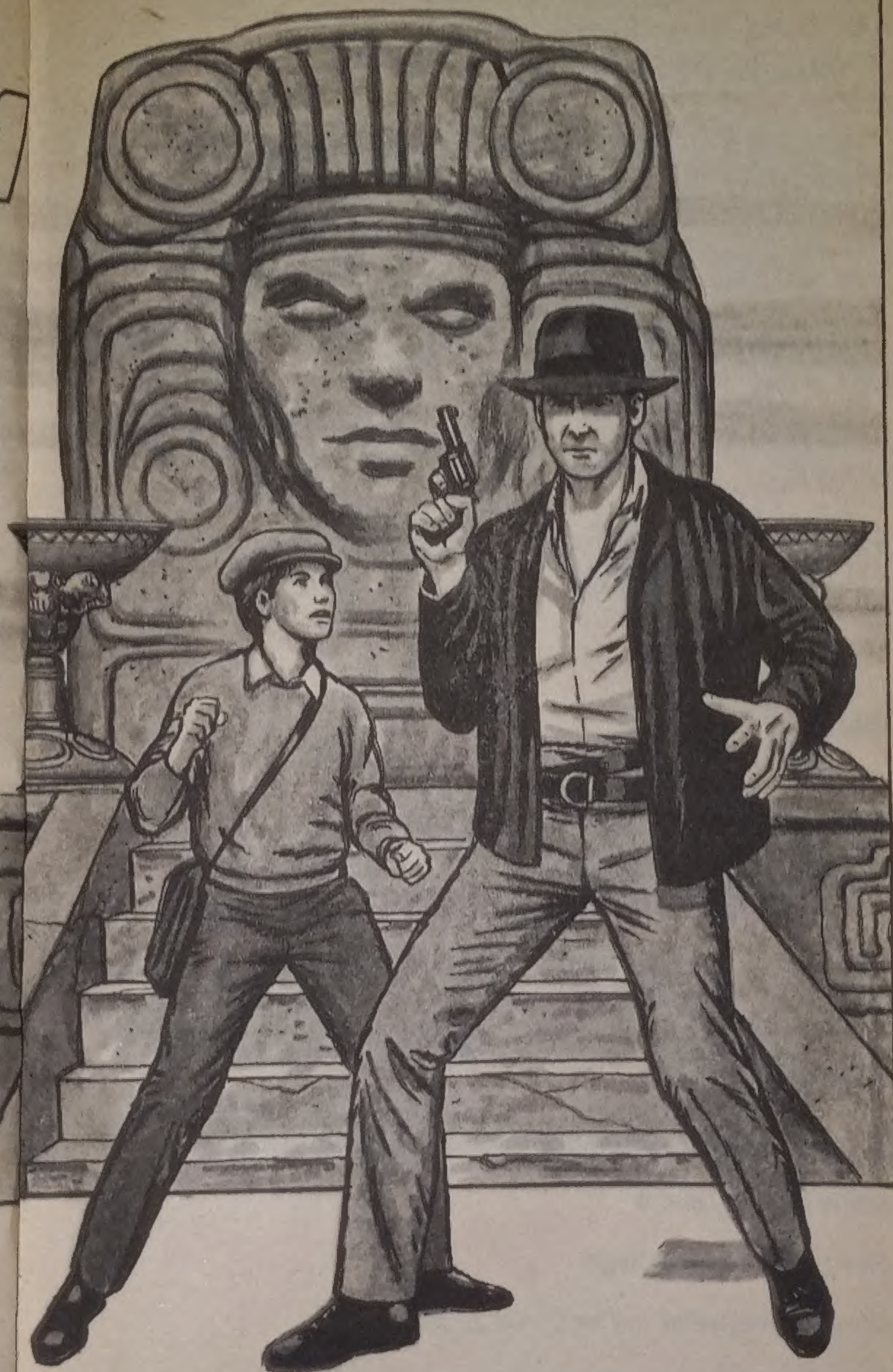
## and the LEGION OF DEATH



by **RICHARD WENK**

Illustrated by **DAVID B. MATTINGLY**

BALLANTINE BOOKS • NEW YORK





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INDIANA JONES<sub>TM</sub> AND THE CUP  
OF THE VAMPIRE

RLI: VL:5 + up  
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*To my grandparents, Alice and Whitey Wenk,  
with love from their grandson.*



**INDIANA**  
**JONES**<sup>TM</sup>  
and the  
**LEGION OF DEATH**

Find Your Fate<sup>TM</sup> #6





## Peruvian Andes, 1936

"It won't be long now, kid!" says Indiana Jones as he struggles to keep control of the small plane. "If I can fight this turbulence, we'll make it to Cuzco for lunch."

The city of Cuzco! Even as you're being jostled by the sudden turbulence, you scan the snow-capped terrain below you for a glimpse of the ancient Inca capital. Hundreds of years ago the first Inca, Manco Capac, founded an empire at Cuzco vaster than ancient Rome. You can't wait to see it.

Another hard jolt shakes the tiny craft and Indy yanks up on the wheel.

"I don't get it," he says. "The weather's perfect. Why the turbulence? If it gets any worse and we lose altitude in these mountains, we're goners!"

*Whoosh! Bump!*

Another terrific jolt rocks the cabin!

.....  
*Turn to page 2.*



"Indy!" you say. "I bet it was this turbulence that forced the cargo plane to crash!"

"Just pray that *our* engine doesn't fail," says Indy.

A moment later he has regained control of the plane.

What a story this will make for your school paper! A search for a missing cargo plane loaded with Incan artifacts—with world-famous archeologist Indiana Jones! Once again you thank your lucky stars that your father, the curator of the National Museum, let you come along with Indy. They've been friends for years.

"I wish I didn't have to stay in Cuzco," you say. "Can't I come along on the expedition with you?"

"No!" says Indy. "The expedition will be too dangerous." Then he smiles. "Don't worry, kid. You'll get your story."

"Great!" you say. "I wonder if I can interview Waldo Shyster-Haven, too." Shyster-Haven is the reclusive millionaire who owns the missing plane.

"I doubt it," says Indy. "He sees almost no one. He even hired me by letter—I've never met the guy! And he didn't tell me much in his letter, either. Just that he wanted me to lead the expedition out of Cuzco and into the jungle, and that one of the artifacts on the missing plane is the Pendant of the Incas."

"What's that?" you ask.

.....  
Go on to page 3.

"A legendary golden necklace," says Indy. "According to legend, it once belonged to Manco Capac, the first Inca. Supposedly it gave the Inca kings power over life and death. It could provide a clue to the origin of another legend—the legend of the Legion of Death!"

"Sounds spooky."

"The local Indians still fear some mysterious army they call the Legion of Death," says Indy, steering the plane high above the sparkling blue expanse of Lake Titicaca. "Three search parties have gone looking for the plane since it crashed two months ago. None have come back. The Indians think the Legion of Death killed them!"

Indy then tells you that his old friend, the archeologist Sir Reginald Brooksbank, was on the cargo plane when it crashed!

"Somewhere down there in the jungle," says Indy, "Sir Reggie may be a victim of this Legion of Death, whatever it is. As long as there's a chance that he's still alive, I mean to rescue him."

*Putt-utt! Sputt-sputter!*

The plane's engine is failing!

.....  
Turn to page 4.



You are losing altitude fast!

Indy tries desperately to pull up on the wheel, but it's no use.

"Hold on!" he shouts as the plane goes into a nose dive. "I'm gonna try to land this crate!"

Far below, to the west, is a wide and desolate *altiplano*, a grassy plain atop a steep plateau. To the east is vast Lake Titicaca.

Which way should Indy aim the plane?

The flat, grassy surface of the *altiplano* could make a good runway, as long as Indy doesn't miscalculate and run your plane right over the edge of the steep plateau. You'd never survive a crash into the jungle below!

But the watery surface of Lake Titicaca might better cushion the impact....

.....  
If Indy steers for the plateau, turn to page  
22.

If he aims for Lake Titicaca, turn to page  
6.

As you and Indy quickly retrace your steps back to the base of the plateau, you hear footsteps crashing through the brush behind you!

Indy turns and stands ready, his knife in one hand, his gun in the other.

Out of the jungle rush a group of men dressed in safari outfits.

"Jones!" says the leader. "We've found you!"

"Sir Reggie!" says Indy. "I'm supposed to find you!"

Sir Reginald happily explains how he's tracked you down.

"After the cargo plane crashed," he says, "it took me two months to find my way back to Cuzco. I only arrived yesterday, and then your S.O.S. came in today! We tried to radio you back, but your receiver must have been broken. So we just set out, hoping we'd get to you before you strayed too far into the jungle and we did!"

"What about the Pendant of the Incas?" asks Indy.

"Safely on its way to the museum," answers Sir Reginald. "Oh, and sorry about those war cries. An old trick I taught my men in the Belgian Congo. Scares away wild animals, you know."

"What about the Legion of Death?" you ask stumbling after them.

"No such thing," says Sir Reginald. "Only an ancient Inca superstition. Now, let's get back to Cuzco! We're late for supper."

END



You and Indy are jolted out of your seats as he struggles to bring the plane down safely on Lake Titicaca.

The sparkling water rushes up at you.

You hit the water hard and fast. The small craft bounces back into the air and comes crashing down again.

Almost immediately the cabin fills with water. You're sinking fast!

Indy pulls two life preservers out from under your seats and forces open the door. He has brought the plane down with great skill near the shore, so you don't have far to swim. As you paddle toward a rocky cove you glance back over your shoulder.

The plane has already sunk to the bottom of the lake!

In a few more minutes you and Indy are catching your breath and drying off in the hot sun.

"We're lucky to be alive," says Indy. "This mountain flying is more dangerous than I thought."

"But now we're *stranded!*" you say anxiously.

"Look at it this way," replies Indy, getting to his feet. "We're just starting the expedition a little early!"

.....  
Turn to page 53.

You break into a run and dive into the nearest bush. But the savages are too quick for you. They grab you roughly and carry you back. They place you next to the cistern.

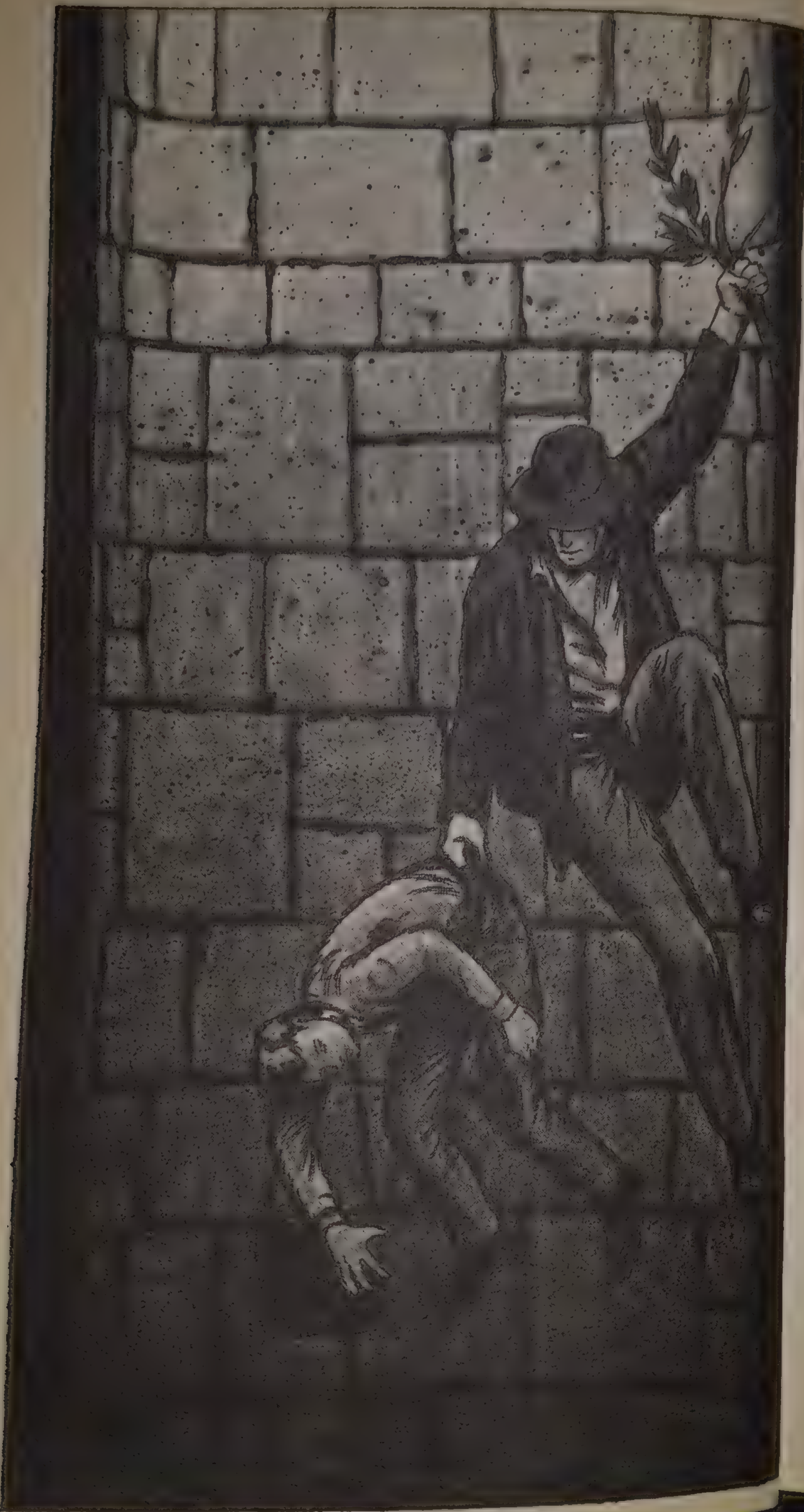
You see that the chief is not going to kill Indy. He simply grabs Indy's knife and compares it with the stone axe, while others pull Indy over to you.

"That axe is only ceremonial," whispers Indy. "The 'blood' is dye! It looks like they're not gonna shrink our heads—they're gonna dunk our bodies instead. This is a *sacrificial well!*"

Just as you're thinking that the well looks awfully deep, the natives push you and Indy over the side! You fall—straight into the black abyss!

.....  
Turn to page 9.





Suddenly you stop falling!  
You are hanging suspended in space and bent double. Indy is clutching your belt in one hand; with the other he has grabbed a strong green branch growing out from a crack between the blocks of stone.

"I'm getting a little tired of catching you in midair," says Indy.

You both manage to find footholds between the cracks, and slowly climb down to the bottom. It is pitch-dark down here. And there's no water!

The well must have gone dry centuries ago. There are hundreds of dead branches piled at the well bottom. They crunch under your feet.

"We'll climb out when the headhunters are gone," says Indy, lighting a match, "but for now—let's look around."

You freeze in horror.

The "branches" are human bones, relics of centuries of human sacrifice! It is a grisly mass grave! Then you notice a bony hand grasping a half-removed stone block.

Indy crouches to examine it.

"Indy," you say, "this is no time for archeology! Let's get out of here. It's giving me the creeps!"

.....  
16. If you convince Indy to leave, turn to page

If you decide to look behind the loose block, turn to page 46.



With the natives' help, it doesn't take long to rescue Indy.

The chief, believing you have both been sent by the "weeping god," draws a picture on the ground of a huge bird alighting in the jungle. He asks if that's how you came.

"The cargo plane!" shouts Indy.

The headhunters lead you to the edge of a dark valley. They can go no farther. It seems this land is taboo to them. Quickly waving good-bye, you and Indy run into the valley.

In minutes you come upon the cargo plane—intact. And sitting calmly inside it, listening to the radio, are the pilot and Sir Reggie!

"We've been expecting you," says Sir Reggie to Indy. "We couldn't leave this valley because of the headhunters, and we couldn't radio Cuzco because the wireless is broken!"

Just as the radio in your plane could only send messages, theirs can only receive messages!

"It sure took you long enough!" says the pilot. "What kept you?"

You and Indy can only laugh.

"Here," says Sir Reggie to Indy, reaching into the plane. "I'll let you have the honor of taking this to the museum... personally."

And he hands Indy the fabulous golden Pendant of the Incas.

END

"I believe in the Boy Scout motto," says Indy, pulling a razor-sharp hunting knife from his belt. "*Be prepared!*"

He begins hacking a path neatly through the *montaña*, the dense tropical forest. As he cuts through the lush vegetation, you realize you've never seen such a variety of colorful plants. There are leaves and blossoms here of bright orange, blue, red, and purple.

"AAAIIEEE!"

The piercing scream makes you jump. Indy stops and looks up.

High above you on a moss-draped tree limb sits a brilliant scarlet and yellow parrot, its eyes bright with fear. You laugh at the realization that you scared him as much as he scared you.

Indy continues cutting a path through the jungle.

"AAAIIEEE! EEEEEEE!"

"AAAAHHH-OOOOH-EEEE!"

Indy stops again and crouches down.

"Those aren't parrots!" he whispers. "They sound like war cries!"

You may be headed right into the clutches of savage natives! Or could it be the mysterious Legion of Death?

There's still time to find another route.

.....  
If you beat a hasty retreat, turn to page 5.  
If you decide to push on, turn to page 20.



The chief comes to a stop about ten feet from Indy. Indy points at the shrunken heads attached to the chief's belt.

"Charming customs you people have," he says casually.

The chief utters a fierce snarl and raises the axe.

In one lightning-fast movement, Indy throws his knife full force, with perfect aim, and knocks the axe clear out of the chief's hand! He leaps forward, grabbing the chief around the neck in a half-nelson, and drags him to the altar.

Thinking quickly, you run over and pick up the knife and toss it to Indy. He holds it to the chief's neck.

Now the rest of the tribe will be forced to let you go. Indy has taken their chief hostage!

But it doesn't work out that way.

Instead of dropping their spears and backing off, the headhunters grab you by the arms! The tall, tattooed one picks up the stone axe and presses it to your neck.

Now you are a hostage!

For several seconds no one moves. The savages know that if they don't let you go, Indy might kill their chief. But Indy knows that if he doesn't release their chief, the headhunters might kill you. It is a standoff—with your life in the balance!

Finally Indy is forced to give up and let the chief go. The headhunters rush him and take him without a fight.

The chief begins chanting angrily and pointing at the stone cistern. They drag Indy over to its brink.

"Well, I get to keep my head," Indy calls over to you, "but this fate isn't much better! Wish me luck, kid—this cistern is a *sacrificial well*!"

The chief raises his right arm toward the "weeping god" statue, his left toward the sky. Then he drops his left hand with a cutting motion.

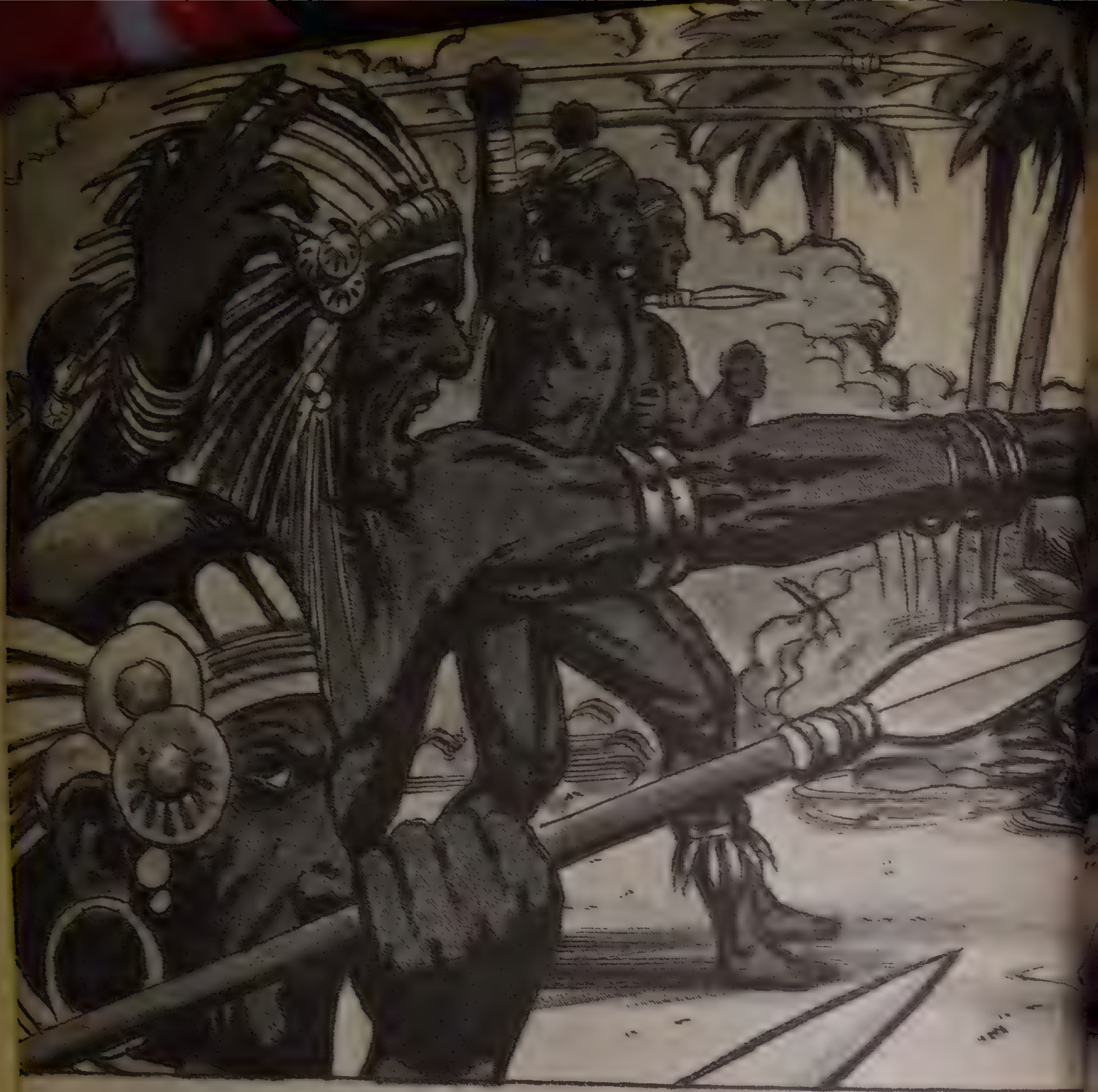
You watch in horror as the headhunters shove Indy backward, head over heels, into the yawning mouth of the well.

In seconds he has vanished. Now the savages turn their attention to you.

.....  
Go on to page 13.

.....  
Turn to page 19.





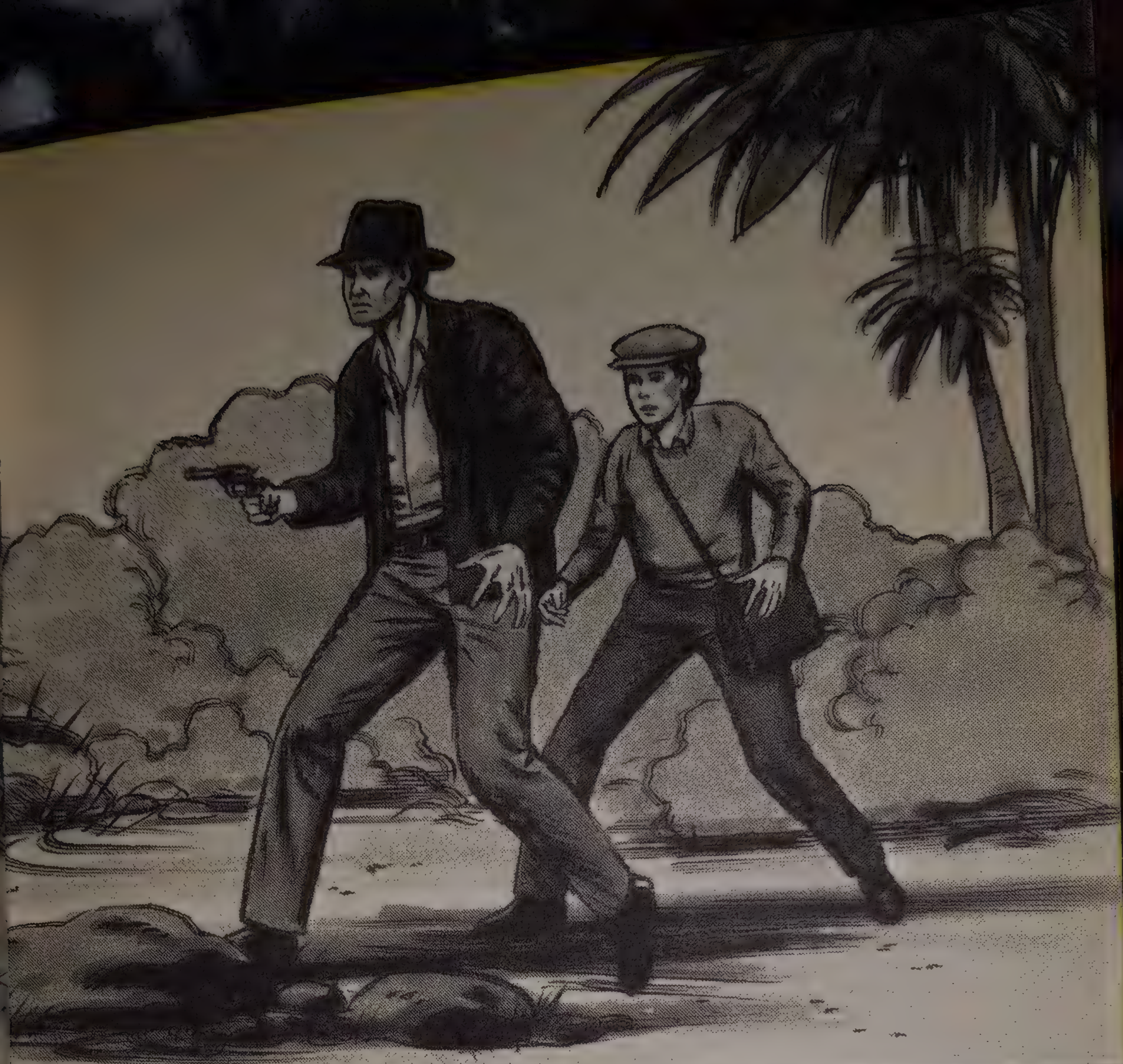
Indy draws his pistol as the headhunters advance. This time he'll take as many of them as he can.

But they don't attack. Instead the chief comes forward, gesturing to Indy and declaiming something loudly. To your amazement, Indy smiles. Then he puts away his gun.

"They think we're messengers from their god," he tells you, "because we didn't die in the well!"

Then the chief tells Indy that he has found a silver condor in the jungle. Has it too come from the god, he wonders? As he prattles on, Indy translates for you.





"We're in luck!" says Indy. "They've found the wreck of the cargo plane. They'll take us to it on one condition. We have to save their village from the mad devils that are haunting it."

"What mad devils?"

"I don't know," says Indy. "According to the chief, the devils have been killing headhunters with *lightning spears* for the last two moons. Let's find out who they are, kid."

Are you about to do battle with the Legion of Death?

.....  
*Turn to page 36.*



"Getting back up," says Indy, "won't be so simple."

He collects some of the petrified bones from the floor and starts jamming them into the cracks in the wall. You follow his lead, and soon both of you are climbing, using the lodged bones as "rungs."

Finally you reach the top of the well and peer out. The headhunters are gone.

"But they're not far off," says Indy, turning south. "We'd better take the long way to Cuzco."

Soon you are hopelessly lost in the dense, steamy, tropical forest—the *montaña*. You can barely see the sun.

"There are big cats in these forests," says Indy. "Cougars. Keep a look out."

You come upon a clearing. What a relief! Ahead of you are sky and mountains. Then you notice that the clearing drops off to a deep canyon and that the mountains beyond look familiar.

"Indy!" you say, walking to the brink. "Aren't those the mountains we flew over this morning?"

"Yeah," Indy says. "We were somewhere straight up there when the turbulence hit—"

A deep growl comes from the bushes to your left!

.....  
Turn to page 24.



You settle down to wait for the Cuzco expedition. But night falls quickly at the equator, and soon it is cold and dark on the grassy plateau.

To pass the time, Indy tells you more about the artifacts on the cargo plane.

The most valuable treasure is the fabulous Pendant of the Incas. Intricately worked in pure gold, it contains the graven image of Pachacuti, one of the earliest Inca kings.

"According to Shyster-Haven's letter," says Indy, "the plane was last heard from above the headwaters of the Amazon, in the region where the Urubamba River flows into it. I'll lead the expedition from Cuzco down the Urubamba. Then I'll explore the surrounding jungle.

"Waldo Shyster-Haven," continues Indy, "is chairman of the board of Wellspring Industries, Inc. They have chemical processing plants all over the world. Shyster-Haven has donated millions to chemical research, but his real love is archeology."

"Sounds like an interesting guy," you say.

"Interesting, but odd. He's a real recluse. Never sees anyone, and never makes public appearances."

.....  
*Turn to page 35.*



"I'm okay," says Indy, "as long as we don't run into any snakes!"

Just then, up ahead on the right-hand wall of the tunnel, you see a huge snake!

But it's only a carving. You and Indy examine the bas-relief sculpture and see that it is worked in solid silver.

"It's the seal to a stone doorway!" exclaims Indy, feeling around the hairline cracks.

"What's that writing?" you ask.

Indy holds up the torch and looks at the fancy lettering high up on the sealed doorway.

"It's in Spanish!" says Indy. "It says 'He who breaks this seal is cursed to suffer torment and death for all eternity!'"

"Whew!" you say. "Heavy."

"Yeah, but I don't believe in curses," says Indy.

You're not so sure. You remember the mysterious deaths surrounding the discovery of King Tut's tomb in Egypt.

You wonder if it wouldn't be wise to pass up this archeological "find" and keep looking for the way out.

- .....
29. *If you choose to risk the curse, turn to page*
42. *If you press on down the tunnel, turn to page*



This looks like the end. But all you can think of is Indy and his brave attempt to escape his fate. Tears well up in your eyes.

You only hope you can die as courageously as he did.

As the whole tribe closes in on you, you put up your fists, ready to fight to the death.

Suddenly the chief stops short. To your amazement, his eyes widen and he flings his spear to the ground. The rest of the tribe follows suit, bowing down to you one by one.

Instead of killing you, they are treating you like a god.

Then you realize—you have *tears* in your eyes! Without realizing it, you have been crying. And to these religious natives, your tears are a sign of their god's favor.

You rush to the well, hoping against hope that Indy has somehow managed to survive.

And there he is—only about ten feet down, clinging to a jagged crack in the stone blocks!

"Thought I'd hang around," he gasps.

.....  
*Turn to page 10.*



"Keep low," says Indy, pushing through a tangle of leafy branches, "and quiet!"

As you follow behind him, you notice once again the bright patches of colored blossoms amid the luxurious green undergrowth.

A giant fern quivers to your left. To the right, you can hear a muffled squeal and scurrying noises.

The jungle is teeming with unseen life and movement.

Indy stops suddenly. "Holy smoke!" he gasps.

Frozen with surprise, you and Indy watch as the bright-colored blossoms all around you begin to sway and move. The bushes and vines part slowly, and orange, red, and purple blooms come toward you.

In an instant you are surrounded by jungle natives!

Each face is painted a different brilliant color. These are the "flowers" you've been seeing through the foliage!

Can this be the Legion of Death?

.....  
Go on to page 21.



There must be fifty of them, all pointing sharp spears at you.

The tallest one steps forward. He is covered with jagged scars and ornate tattoos. He growls and points to the east as the others level their spearpoints at you and Indy.

"Unless I'm very much mistaken," Indy says to you in a low voice, "I think we've just been captured."

There is nothing to do but go along with them. As you struggle through the steamy rain forest, the tall one keeps poking you with his spear.

It is almost an hour's march to their village, a collection of crude thatched huts. As you are led into the clearing, you have the uncomfortable feeling that you and Indy are exactly the kind of prey this hunting party has been looking for.

"Indy, look!" you say, pointing straight up.

Hanging in a crisscrossed pattern above the entire village are long twisted vines. Hundreds of small round objects dangle from them like party decorations.

"What are they?" you whisper. "Midget coconuts?"

"We should be so lucky," says Indy. "It's a mighty fine collection...of shrunken heads!"

.....  
*Turn to page 26.*



Indy gets the plane's nose up just before you hit the ground. Both landing wheels crunch as you come down. Then the plane continues to roar and skid through the tall grass until it comes to a shaky stop halfway over the edge of a deep ravine.

Indy grabs the radio transmitter.

The plane tips dangerously!

"S.O.S.!" he shouts into the mouthpiece.

"This is Indiana Jones calling Inca expedition, Cuzco. Come in, Cuzco! S.O.S.!"

Indy barely manages to radio your position when the plane suddenly shifts and begins to topple. You and Indy scramble out of the cabin as the plane plunges over the cliff to fiery destruction on the rocks below.

You are safe for the moment. But it's already afternoon. Should you try to get to Cuzco on foot before nightfall, or simply wait here in hopes that the expedition will find you?

"It's a good thing you radioed our position," you say to Indy.

"I radioed it all right," he says. "But nobody answered. The radio may have been dead!"

.....  
*If you head for Cuzco on your own, turn to page 25.*

*If you wait for the expedition, turn to page 17.*



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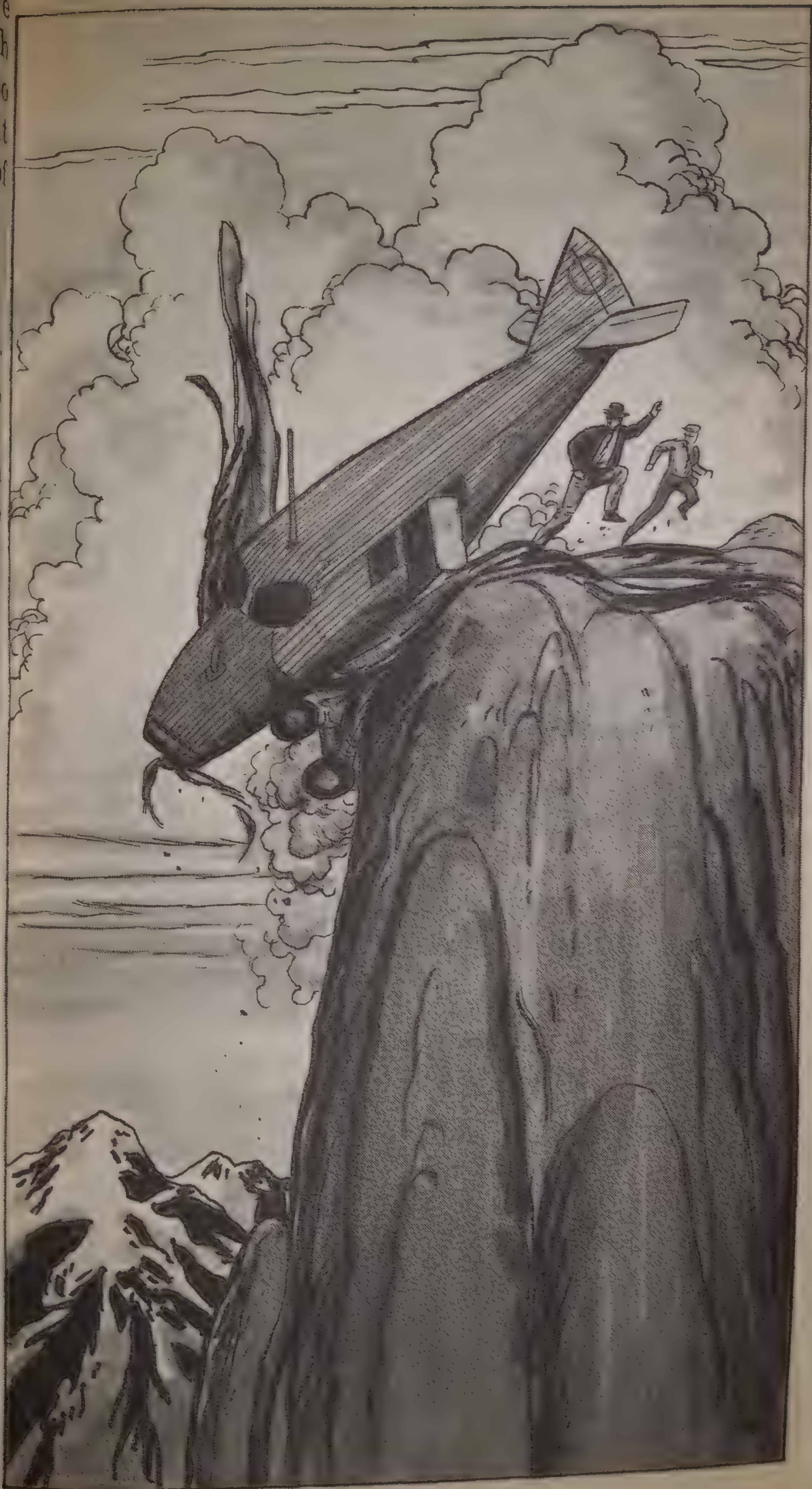
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The bushes part. Three large cougars are slinking toward you, eyes gleaming, fangs bared.

You and Indy freeze.

"Don't look scared!" Indy warns. "Back up slowly to that tree on the right... If we can climb it in time—"

But out from behind the tree steps a headhunter! Then another. And another.

"Oh, no!" you groan. "I thought we got rid of them!"

For a moment you and Indy are caught between two enemies. But the chief's face paint, spear, and puma headdress have one good effect.

"The kitties are chickening out," says Indy as the cougars beat a hasty retreat back into the bushes.

You are in grave danger. The savages have cut you off from escape. And they won't frighten as easily as the cougars!

"Looks like they mean business this time," says Indy.

You're afraid he's right. The chief is glaring ferociously, as if about to attack.

The only way out is down the sheer wall of the canyon.

.....  
If you stand your ground, turn to page 14.  
If you try to escape, turn to page 39.



Indy points to the northeast.

"We'll head for that mountain pass," he says to you. "Maybe we can still make Cuzco by supertime."

You and Indy circle slowly around the edge of the plateau, looking for a way down the steep cliffs. The valley floor, thick with jungle undergrowth, lies a thousand feet below you.

"The sides of this plateau are sheer rock," you say. "We'll never be able to—"

But Indy is uncoiling his bullwhip. He loops one end of it through your belt and knots it. Then he lashes the other end of the twenty-foot whip to his own belt.

"Follow me," he says, swinging over the edge of the cliff.

You don't have any time to hesitate. You see that he is finding handholds and footholds, climbing straight down.

You follow, carefully using the same handholds, but your legs are not as long as Indy's, and you are afraid to look down.

"Take your time," calls Indy from below. "I've got an eye on you!"

But your fingers are slippery with perspiration, and your shoe slips on the smooth rock. You are falling!

.....  
*Turn to page 28.*





Is this what happened to all those search parties?

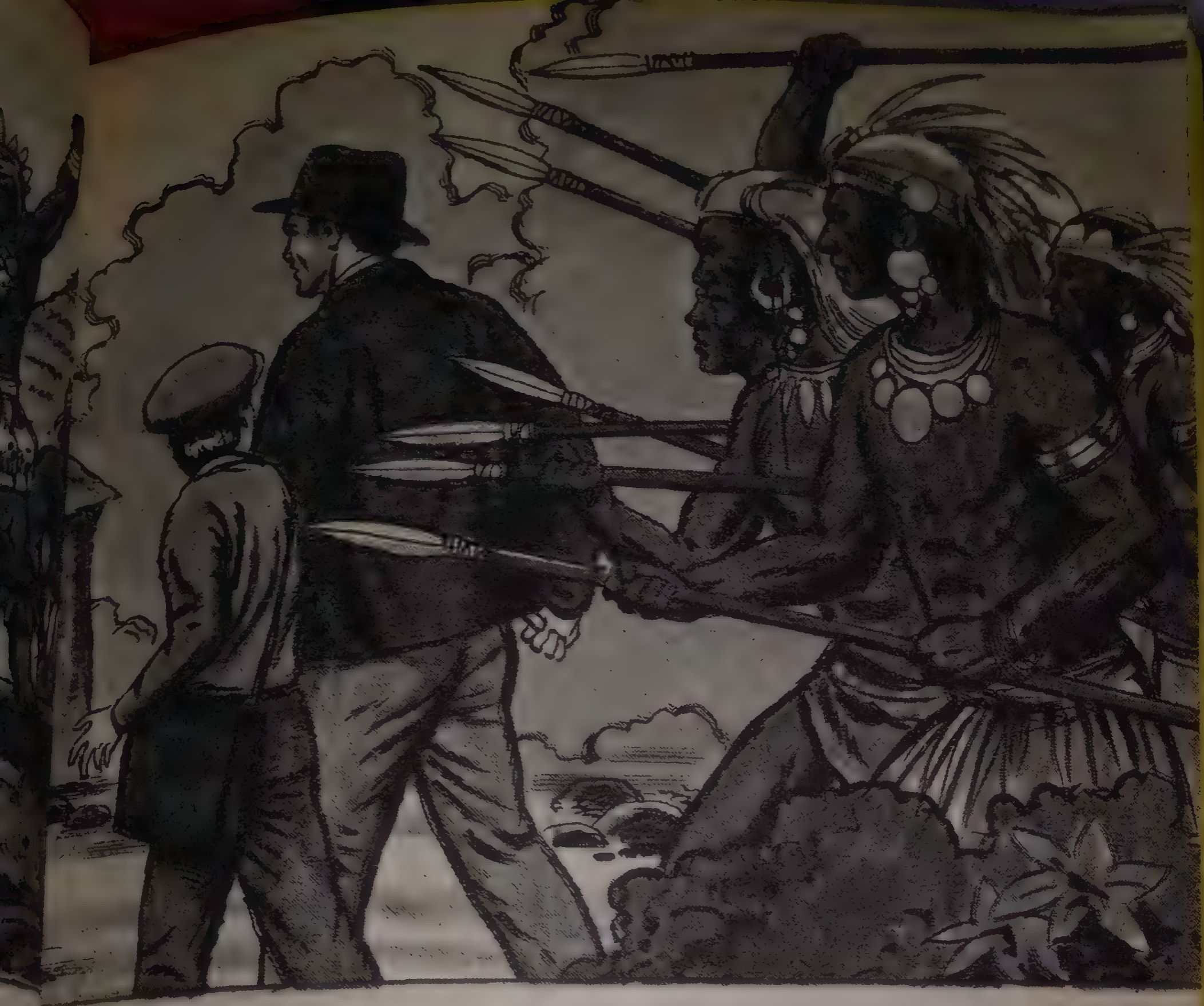
"At least none of them looks like Sir Reggie," says Indy.

The spearpoints urge you through the village. There, past the huts, is a wide, circular cistern in the ground, formed by rough blocks of stone. Near it is a massive stone statue, the face carved in a fierce grimace.

"An ancient idol to the Tiahuanaco people!" exclaims Indy. "These headhunters must be descendants of the Tiahuano—worshippers of the 'weeping god.' See the stone tear in the statue's eye?"

But your interest in anthropology is at an





all-time low. Out of a nearby hut comes the chief headhunter! He wears a huge puma headdress fringed with bright feathers, and a belt decorated with shrunken heads! He strides over to the low altar in front of the idol and picks up a bloodstained stone axe!

Then he comes slowly toward you.

"Easy!" says Indy. "Mustn't lose our heads...so to speak."

.....  
*If you choose to make a break for it, turn to page 7.*

*If you let Indy get you out of this, turn to page 12.*



For what seems an eternity, you claw desperately at the solid rock. Then you lose your grip and fall through space right down past Indy!

There is a sudden jerk, and you find yourself swinging from your waist by the taut whip. Up above, Indy is still gripping the cliff face.

"Try to get hold of that ledge!" he calls.

You see a small ledge jutting out of the rocks. After three or four gentle swings of the whip—your lifeline—you grab the ledge.

"One good thing..." you gasp as Indy climbs down next to you, "I'm not nervous anymore!"

"Good!" he says with a grin. "Let's go."

Soon you are climbing down with the agility of a human fly, and before long you hit the dense jungle of the Urubamba river valley. Indy unties the whip and coils it over his shoulder again.

You look around. The surrounding foliage is thick with huge, heavy palm fronds and twisted vines. Your way is barred.

Even Indy won't be able to get through this!

.....  
*Turn to page 11.*



"If I only had my knife," says Indy, "I could pry this silver snake off."

With a big smile, you produce your pen-knife.

"At your service," you say.

In a matter of seconds Indy has removed the metal seal. One hard push, and the huge stone door begins to give. You and Indy lean against it with all your strength until, with a mighty scraping creak, it swings around on a central pivot.

But before Indy can hold up the torch to look inside, there is a loud click, followed by a whirring noise.

"Get down!" shouts Indy.

You throw yourselves to the ground not a moment too soon. With a *twang*, a spear-headed iron shaft whizzes over your heads with tremendous force and lodges in the solid stone!

"Ingenious," says Indy. He gets up to examine the opposite wall. "Look. A Spanish crossbow, concealed in the stone, and triggered by the opening door. There's a date etched on it—1530!"

Now, for the first time, you both enter the chamber beyond.

.....  
Turn to page 30.



You have to shield your eyes from the glare.

You and Indy are standing in a large room, piled almost to the ceiling with golden treasure!

Here are hundreds of gold statues—alpacas, toads, cougars, and kings. There are obsidian figurines encrusted with gems, and beaten silver ornaments. All of the walls are paneled with flat sheets of pure gold.

"Pizarro's loot!" cries Indy. "That room in Cajamarca must be a fake!"

"Who? What? Where?" you ask.

Indy laughs.

"This has to be the Golden Room of Atahualpa," he says. "In 1532 the conquistador Pizarro betrayed the last king of the Incas, Atahualpa. He agreed to free the king and leave in peace if the Incas would fill an entire room with gold. Atahualpa agreed. Then Pizarro had the king strangled, and looted the room. Most accounts say that the Spaniards melted down all the gold, but..."

"But they didn't," you say, "because here it is!"

There is a sudden loud rumbling.

You and Indy whirl around in time to see the huge door slam shut, and another stone slab, weighing tons, roars down over the entrance!

.....  
Go on to page 31.



You are trapped!

Indy tries and tries to move the enormous stone slab, but it will not budge.

"I guess this is the curse of Pizarro," he says. "To be trapped forever in a room full of gold."

Is this the end, you wonder?

Suddenly Indy jumps up with the torch.

"There's another way out of here!" he shouts. "Look, the torch is still burning, and for that you need oxygen!"

Soon you are both climbing the piled-up gold to the ceiling. Carefully cut into the rock is a trap door.

And the trap door leads to a cave.

And the cave to a dirt road.

And coming down the dirt road is the Cuzco expedition!

They run to meet you, and the leader shakes Indy's hand.

"We found Sir Reginald in the mountains yesterday, and we've been looking all day for you two," says the man. "Sir Reginald and the pilot bailed out of the cargo plane just as it crashed into a mountain. Sir Reginald is very unhappy. He'll never be able to find the Pendant of the Incas again!"

"I think we can cheer him up," says Indy with a wink at you. "We found something better."

You wink back.

**END**



"Won't you step into our parlor?" says Sir Reginald with a courteous gesture.

Stacked neatly about the cave are all the missing artifacts. And glowing brilliantly on the far wall is the magnificent golden Pendant of the Incas!

"But that's nothing," says Indy, pulling up a large stone in the center of the cave floor, "compared to what Sir Reggie found in his 'cellar.'"

Deep underground is a treasure to rival any that the fabulous Inca collected—a small golden temple to the weeping god of Tiahuanaco! The vaulted arches are covered with beautiful paintings, and the solid-gold altar is studded with gems!

What a story! In one short day you and Indy have found the cargo plane and Sir Reginald, escaped from headhunters, and unearthed a priceless temple.

"What will you do after writing your news story, kid?"

"Take a nap!" you answer with a smile.

**END**



"That's nothing," you say as you follow him into the quiet, windless space. "Look what's *in* the valley!"

About thirty yards off is the wrecked cargo plane, lying atop a carpet of the biggest, thickest vines you've ever seen—huge tangles of vegetation.

As you and Indy stumble over the thick, twisted vines to the wreck, you see a terrible sight. Lying on a jumble of broken bones outside the plane are a pair of boots and pilot's goggles.

"Indy!" you cry. "It looks like Sir Reginald and the pilot didn't make it out of here..."

But Indy is standing absolutely still. Perspiration stands in tiny beads on his forehead.

"Th-there's no wind in this valley," he stammers. "So how come these v-vines are moving?!"

Now the horrible truth dawns on you both. The ground is rolling under your feet. The giant vines are twenty-five-foot-long anaconda snakes! The valley floor is squirming with them!

They are beginning to coil around your legs, ready to crush you both and then feed on your bodies!

You don't have much time to act.

.....  
*If you try to run back to the windy canyon, turn to page 34.*

*If you make a run for the plane, turn to page 62.*



You start to run out of the valley, dodging the huge snakes. But when you look back, Indy is rooted to the spot. One of the snakes is coiling around his legs!

You almost forgot—he's terrified of snakes, paralyzed with fear.

"Indy!" you shout. "Snap out of it!"

But it's no use.

The snake is pulling him down, and he's so scared he isn't even fighting it.

You've got to help him!

But you're too late. Two snakes are wrapping themselves around *you*!

They slither around your legs and then wrap themselves around your waist and your chest, tighter and tighter still...

Has every expedition met this fate, you wonder, as you lose consciousness? Is this the ancient and terrible Legion of Death? Can your adventure have already come to the bitter

**END?**



ging  
Indy  
line  
kes  
"Anyway, he's paying me a lot to find the pendant. And Sir Reginald Brooksbank is an old friend of mine. If he survived the crash, I want to get him safely back to civilization."

"What about the Legion of Death?" you ask.

"Could be just a superstition," says Indy.

"There's no proof that it actually exists."

You and Indy are able to catch a little sleep.

When you wake, it is nearly dawn.

Suddenly you hear the loud shriek of a macaw and the hungry cry of a prowling cougar.

You turn to Indy, who is just waking up.

"I hope no animals can get up here—" you begin.

You're interrupted by a low growling sound from nearby. As you listen, it gets louder and louder.

"Indy!" you whisper. "One of the jungle cats is stalking us!"

.....  
*Turn to page 37.*



The savages lead you to a hill near their village. It is covered with thick vegetation, and just below its crest is a tiny cave.

"This hill's no natural formation," says Indy. "It looks like an ancient Tiahuanaco burial mound to me."

You catch the chief eyeing you suspiciously.

"I think he suspects we're not really friends of his god," you whisper to Indy.

"Wait till he finds out we haven't even been introduced!" says Indy. "Listen, I'm gonna take a closer look at this mound..."

Suddenly the natives begin to shout and point at the cave entrance.

"They're shouting 'lightning spears'!" says Indy.

There is a loud crack, a tongue of flame, and the natives scatter wildly.

"Dive for cover!" Indy yells to you. "Those 'lightning spears' are rifles!"

.....  
Turn to page 54.







Indy will pretend he knows nothing of Shyster-Haven's scheme until the barge docks the next morning.

"I expect to find the wrecked plane," Indy says to you, "not far from where we dock. I want you and Topa to follow us into the jungle. Once you show up, I'll turn the tide on these guys. I don't like secrets. Especially when Wellspring Industries is after a deadly poison!"

For a moment you think you hear footsteps. But when you look out on deck, there's no one there.

The next day everything goes according to plan. You and Topa follow the expedition into the jungle, where Indy locates the downed cargo plane.

All the artifacts are still on board. But there is no sign of Sir Reginald Brooksbank or the pilot. If they survived the crash, the wild animals must have gotten them.

Shyster-Haven reaches into the wreck and pulls out the Pendant of the Incas!

"That formula won't fall into the wrong hands," Indy says to the millionaire, pulling out his gun. "Not if I can help it. I'm afraid you lose."

But Shyster-Haven only smiles!

.....  
*Turn to page 41.*



Without hesitating, you and Indy slip, slide, and tumble down the mossy rock cliff. You can't get a good purchase on the slippery surface and begin to roll into a free-fall.

But surprisingly, you land quite gently on a ledge about halfway down. Indy is already there.

"I don't understand," you say to Indy. "I really fell fast, but I stayed up. It was like I was being held up by something."

"Me, too," says Indy, stretching out his hand. "And I know why. Feel that!"

You put your hand out and feel a tremendous updraft of wind blasting straight up the cliff. Indy points out that the canyon is surrounded by flat, sheer cliff walls. The offshore wind, funneled in through a small crevice, hits the canyon walls and is forced upward at great speed.

"This updraft," he concludes, "must have caused the atmospheric turbulence that made our plane crash."

Cushioned by the powerful wind, you and Indy make it safely to the canyon floor.

You've barely caught your breath when Indy is off again, fighting the wind to climb around an enormous boulder.

"Kid!" he shouts. "Look at this! A hidden valley!"

.....  
*Turn to page 33.*



But nothing is certain with Indy around.

In midair, he cracks his whip and wraps it around the branch of a tree that's jutting out over the gorge. Holding you in his other arm, he swings down in a breathtaking arc, onto one bank of the raging torrent.

You land with a splat in the mud.

You both just sit there for a moment, catching your breath. It was a narrow escape.

And only temporary.

"Indy!" you gasp. "Look!"

Crawling out of the water onto the muddy bank are dozens of huge crocodiles. They look hungry!

Indy fires at them, but soon he's out of bullets. The crocodiles keep coming, crawling all over each other to get at you.

Just as you think this must be the end, Indy pulls out his bullwhip again. Will he fight the crocs with it? Will he use it to haul you both to safety somehow? You don't know. As the crocodiles come at you, jaws open wide, you keep telling yourself that *nothing* is certain with Indy around!

END



"And I'm afraid," says the millionaire, "that you *can't* help it, my dear Jones. Now, if you'll just drop your gun, your friends will not die."

"W-what?" says Indy, turning.

There are four men behind you with rifles!

Indy drops his pistol.

"Good work, men," says Shyster-Haven.

"You see, Jones, we can be sneaky too. One of my men overheard *your* little scheme last night."

"Aren't you clever, fat man."

"Yes!" says the millionaire. "And Well-spring Industries is a clever company. Under my direction, they will mass-produce this lethal poison"—he taps the pendant—"and turn it into a *nerve gas*!"

"And what will you do with this nerve gas?" says Indy. "As if I didn't know."

"Sell it to the highest bidder, of course," replies Shyster-Haven. "There are dictatorships that would pay a fortune for it."

"Now we know what his real hobby is, kid," Indy calls to you. "Money!"

.....  
*Turn to page 48.*



Curse or no curse, you and Indy leave the seal unbroken and keep walking in a straight line through the tunnel. You walk for what seems like miles. After a while Indy's torch begins to flicker.

"I hope we reach the end before it goes out," you say anxiously as a large spider scurries across your shoe.

But you're out of luck. The torch goes out! Luckily there is still some light in the tunnel.

"Look!" you say, pointing ahead. There is an ancient stone stairway leading up at a sharp angle out of the tunnel! The way up is partly blocked with rubble, but light streams in at the top.

When you and Indy finally break through, you find yourselves in the ruins of the Inca temple.

You are in Cuzco!

The ruins lie beneath a Spanish church. Standing there is a very surprised group of archaeologists. It is the Cuzco expedition, trying to decide what to do next.

"Indy!" says one man, recovering from his shock. "You found the tunnel too! We were about to follow it back to look for you!"

"You mean, you *know* about it?" you ask.

"Only just," comes a weak voice from the corner.

It is Sir Reginald Brooksbank!

.....  
Go on to page 43.



"I discovered it this morning," the old man says. "It's the only sure way out of the jungle. That tunnel was made by the Incas long before the Spanish came. When the Spanish conquered Cuzco in the sixteenth century, they planted a trap in the tunnel to kill off invading Incas."

"How do you know about all this, Sir Reggie?" asks Indy.

"This manuscript," says the old man.

He hands Indy a small sheet of parchment covered in Spanish writing.

"I found it in this," he adds, holding out a large gold disc. It's the Pendant of the Incas! He smiles. "It was the one thing I was able to save from the plane crash."

Indy is reading the parchment.

"But it doesn't say here what the Spanish trap was," says Indy, "or if it ever killed invading Incas."

"Oh, but that's where the Spanish always misjudged," says Sir Reggie. "The Incas were never warlike or greedy, like their conquerors. So the trap was never needed."

"But what *was* the trap?" you ask.

"Probably that obviously fake tomb back there," says the old man with a shrewd smile. "You must have passed it. My guess is, if you were to break the snake seal, the whole tunnel would cave in on you!"

You look at Indy.

This is one story you almost didn't live to tell!

END







Indy turns to fire another shot.

*Click!*

He's out of bullets.

"W-we'll never get out of here!" he shouts above the roar of the wind.

You quickly pull the metal ring on the parachute you've brought from the wreck.

"Hold on!" you yell to Indy.

The chute opens and is filled with air immediately by the powerful updraft.

You and Indy loop your arms through the straps, and just as the anacondas coil around your feet, that wind blows you straight up!

The snakes drop away like loose strings.

You sail up and out of the canyon and land with a thud on the bluff above.

You and Indy untangle yourselves from the billowing chute and stand up, only to come face to face with the headhunters!

"This is too much for one day!" you exclaim.

"Look who's here," says an unfamiliar voice.

.....  
*Turn to page 47.*



"Give me a hand, kid," says Indy.

He kicks away the hand of the skeleton, and the two of you pull the heavy stone block the rest of the way out. Now there is a square hole in the wall, just big enough for you to squeeze through.

Indy picks up a human thigh bone and wraps his shirt around it, tying it securely. Then he sets a match to it.

Holding the makeshift torch in front of him, he crouches down and crawls through the hole. You climb through after him.

You find yourselves in a high-ceilinged, ancient tunnel.

"I wonder where this leads?"

You walk along, looking up at the high walls and ceiling. They look as if they were carved out of solid earth and bedrock hundreds of years ago.

A slithering sound makes you jump.

It is a horned lizard, disappearing into the darkness beyond your flickering torchlight. An occasional giant centipede runs up the walls. You shiver. This man-made thoroughfare is now the domain of insects and reptiles!

.....  
Turn to page 18.



"Indiana Jones and friend!" says an American, coming forward from behind the tribe. He is followed by a whole safari.

"Who are you?" you ask.

"The Cuzco expedition!" answers another man. "We hired these locals to lead us to you and the wreck. But before we could get your attention, you both jumped over the cliff!"

"We thought you were finished," says the first man. "Nobody ever returns from the Valley of the Legion of Death!"

Indy sits on a rock, takes off his hat, and mops his brow. "If I'd known the Legion of Death was snakes," he says, "I never would have come!"

"Yeah," says one of the Americans, "and you didn't even get what you came for. Waldo Shyster-Haven will be very disappointed."

You reach inside your shirt and pull out the pendant.

"Aw, heck," you say with a smile, "we wouldn't want to disappoint the poor little rich guy!"

**END**



You are trying too hard to figure a way out of this to appreciate Indy's jokes.

You glance around.

Everyone's attention is on Indy and Shyster-Haven. You or Topa must do something quickly, or you will all be killed.

Nobody would expect Topa to rush Shyster-Haven, but is he courageous enough?

Nobody would expect you to make a break for it into the jungle. But maybe it would distract them long enough to give Indy an advantage.

.....  
97. If Topa rushes Shyster-Haven, turn to page  
If you make a break for it, go on to page 49.



You plunge recklessly into the jungle. Rifles blast behind you, but you think the men are shooting wildly, since they miss you. You circle back under cover of the thick undergrowth. You peer through the trees at the wreck site to see if Indy has escaped.

Everyone is gone!

Everyone except Topa, who lies on the ground, dying. The thugs shot him!

You kneel at his side.

"They take Indy..." says Topa feebly.

"Go...save him! Get back pendant...yes?"

He tries to smile, then falls back.

"I go," he says with his last breath, "to join my ancestors!"

You run through the jungle to the river. The barge has already left! You can just see it, rounding a bend in the river!

You've got to follow, but how?

How would Topa have done it?

You just may be able to track the barge from land! Trying to move through the jungle quickly, you half stumble, half wade through the marshy ground, keeping the barge in sight all the way up the Urubamba.

Then you see it dock in a very strange place.

.....  
*Turn to page 52.*



Early the next morning you sneak out of Topa's house to warn Indy.

You take a shortcut past the Inca ruins to the trail Indy said he would take on his way to the Urubamba River.

But the expedition has left and is already far ahead of you!

You have got to get to Indy without the others finding out!

Soon the trail is thick with undergrowth. Thick tree roots, hanging vines, and dense, tangled foliage slow you down, but you stumble on as best you can.

Then the trail leads you up a high foothill. You scramble up the hill, higher and higher until, out of breath and limping painfully, you reach the summit.

The scene before you sends waves of fear coursing through you like electric shocks.

.....  
Go on to page 51.



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The expedition is grouped near two stone bridge piers on a steep embankment that abuts the widest, deepest gorge you've ever seen. Mighty rapids roar below.

Swinging across the misty void is a long "rope" bridge, made from branches and vines.

Indy is about to lead the expedition across!

Shyster-Haven seems to be afraid to step on the fragile-looking bridge. It's no wonder, you think, with all the weight *he's* carrying.

He motions for Indy to go first. You see one of the other men wink at him just as Indy starts across.

Are they plotting to send Indy to his death?

All they have to do is cut the suspension cables that stretch across from the stone piers, and Indy won't stand a chance!

Should you risk everything and warn Indy now? Or should you throw a stone at one of the men? That would cause enough of a distraction to give Indy a chance to get across.

You have to act fast!

.....  
112. *If you call out and warn Indy, turn to page*

*If you throw a stone at the man nearest the pier, turn to page 119.*



Naturally camouflaged from the air by a vast arbor of *montaña* rain forest is a large one-storey building.

You realize it's a secret laboratory. There's no sign, but you're sure it's a branch of Well-spring Industries.

You sneak up to a window and see the criminals lead Indy into the front room where Waldo Shyster-Haven is waiting.

"Okay, Jones," sneers the millionaire. "You will be the first to learn the ancient secret. The first to sniff the pleasant aroma of a thousand-year-old poison."

He turns to a technician.

"Take this formula," he says, "and bring back some gas in a small atomizer."

The technician takes the formula into a back room.

They're going to use Indy as a guinea pig!  
How can you stop them?

.....  
*Turn to page 85.*



"I have a hunch," says Indy as the two of you walk up the beach, "that the cargo plane hit the same turbulence that we did. It was on the same air route two months ago when it went down."

You follow him into a grove of eucalyptus trees and high brush.

"Knowing my friend Sir Reggie," Indy goes on, "I bet he aimed for the lake too. Or even the beach—"

"Indy!" you cry. "Look!"

There, in the middle of the tall, tangled bushes, carefully covered with a camouflage of woven branches, is the missing cargo plane!

Quickly you and Indy pull away the branches and force open the door. The plane is empty.

There are no bodies in the cabin, no artifacts in the cargo bay, no supplies. Only a locked tool chest.

You try to imagine what must have happened here two months ago. Why was the plane hidden? Where are Sir Reginald and the pilot?

"Maybe they were met by some natives," muses Indy.

Maybe they were *attacked* by some natives, you think nervously! Suddenly you wish you were far away from this country, safely back in the United States.

A sudden banging sound makes you spin around!

Turn to page 56.



Crouching behind a giant fern, you look around for Indy and see him creeping up the slope. You realize he is planning to get the drop on the "mad devils" in the cave. Meanwhile, another burst of gunfire spits out of the cave entrance, and the natives run off in terror.

Indy leaps into the cave, and you hear a furious scuffle. He may be in trouble!

You rush up the slope.

Just as you reach the cave, out come three bearded men in filthy, shredded clothing. The leader grins a terrible grin.

So these are the "mad devils" who've scared off a whole tribe of savage headhunters!

Can they be the mysterious Legion of Death?

Suddenly Indy walks out of the cave. He's grinning too!

"My young friend," says Indy, "meet my old friend—Sir Reginald Brooksbank!"

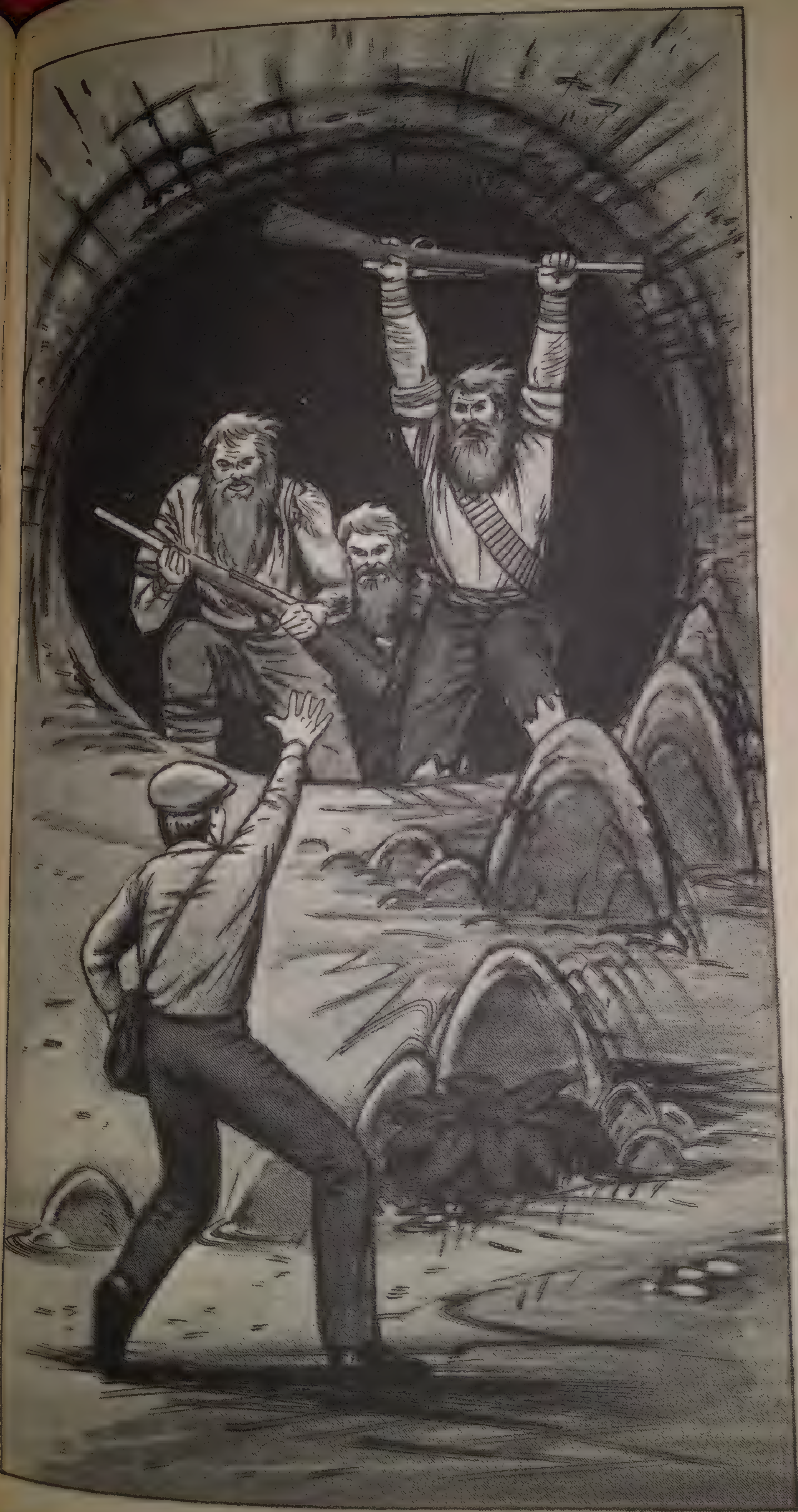
"The archeologist?"

"The same," says Brooksbank. "And these men are my pilot and co-pilot. We've been trying to keep these natives at bay for two months now, and our ammunition was running low. It's a jolly good thing you arrived when you did. We've had to live here like hermits ever since we escaped from the plane wreck—which, incidentally, is right on the other side of this hill."

"But what about the Inca artifacts?" you ask.

.....  
Turn to page 32.







It's only Indy, breaking the lock on the tool chest with the handle of his gun.

"The damage doesn't look too bad," he says, taking some tools and dropping from the fuselage to examine the engine. "If I can get this thing to fly again, it's our ticket out of here. It'll be a lot easier—and safer—to search for Sir Reggie from the air!"

Soon Indy has the engine in working order. Then he lays a loose bed of logs in front of the plane.

"An old Inca method of moving heavy objects without wheels," he says to you as he begins to clear a path in the brush. With your help he pulls the plane onto the logs. The logs roll as you pull, and little by little you move the plane out to the flat beach.

"Indy," you say, pointing down the beach. "Is that a tombstone?"

About a hundred feet away, near a marshy area, is a block of stone.

Indy goes to look at it and you follow. There's writing on it!

The message has been scratched hastily. It reads TAKE THE HIGH ROAD. R. B.

"R. B.!" says Indy. "Sir Reggie left this message!"

.....  
Go on to page 57.



Beyond the marsh you can now see a broad stone avenue, choked with weeds and stretching north toward the distant mountains.

"Come on!" shouts Indy, running back to the plane.

As he starts the engine, you climb into the passenger seat.

"What did he mean," you ask, "by 'the high road'?"

"That's an ancient Inca highway," says Indy as the plane takes off.

"The Incas had highways?" you ask.

"Sure," he says, "the best in the world. Hundreds of miles long, too."

Soon you are flying above the clearly defined highway, keeping a low altitude to avoid the turbulence. Below, the great Inca road cuts through foothills and valleys and even a ridge of solid volcanic rock.

"Keep your eye peeled for signs of Sir Reggie," Indy says.

Suddenly the highway forks! One route veers sharply to the northeast, the other continues due north.

"We're low on fuel," says Indy, looking at the gauge. "Only enough left for one choice!"

Which route should you follow?

.....  
*If you fly due north, turn to page 102.*

*If you veer northeast, turn to page 72.*



You've got to go back and wake Indy. You'll never be able to sleep now! But the minute you start down the little main street of the village, you know something is wrong.

There are scurrying sounds among the small houses, as if natives are running from house to house. You can see dark shadows in the moonlight, flitting past crooked doorways. There is a muffled banging on doors, as if someone is trying to wake up whole households.

This is getting stranger and stranger!

The first house you come to belongs to Huayna. You rush in to tell him about the strange events of the night.

But the house is empty!

You have just about had enough of this nightmarish mystery. Your heart is beating so fast, you can feel your chest thumping.

Suddenly an open window in Huayna's house is blocked by the shadowy figure of a man looking in from outside.

You duck down, terrified!

Has he—or *it*, you think—seen you?

.....  
Go on to page 59.



For several seconds you are afraid to look up at the window. But you have the uneasy feeling you've seen that silhouette before. You have to know why it looks so familiar!

You get up the nerve to look at the window again, but the figure has disappeared.

Now you can hear muffled voices. They sound excited, fearful. You've got to get out of this dark house and find Indy!

You creep slowly to the door.

You peek out. Nothing but a moonlit street and dark shadows.

You open the door slowly, slip out, and hurry down the empty street. You catch glimpses of shadowy figures running between the small houses. Afraid you'll be seen, you duck around the nearest corner and run smack into a tall man!

The dark figure from the window!

He grabs you and his strong arms press you in a viselike grip!

.....  
*If you fight to break away, turn to page 104.  
If you go limp and give in, turn to page 90.*



"Quick!" you whisper. "What's happening?"

"A little run-in with the Legion of Death!" says Indy under his breath. "Huayna says they are an isolated mountain cult of the sun. They use the Inca ways of old to destroy nonbelievers. Ordinarily they are afraid of the night, but recently they've begun invading peaceful villages by moonlight!"

They sound ignorant and superstitious to you, but that's what makes them dangerous. A desperate plan begins to take shape in your mind.

Maybe you can use their own ignorance and superstition against them...

You ask Huayna for a fast language lesson. You concentrate with all your might as he tells you the Quechua words for *curse*, *sun*, *night*, *death*, *release*, *kill*, and *forever*.

You are the only one untied. When none of the Legion is looking, you dash to Indy's side and snatch his pistol from its holster, remove the bullets, and hold them tightly in your fist.

"Well, here goes nothing," you mutter.

"I don't know what you're up to," says Indy, "but good luck!"

.....  
Turn to page 111.



"It was easy to hike over to Machu," Sir Reggie continues, "so when I couldn't fix the plane, my old friends here helped me carry away the artifacts. I knew you'd be along and find my message."

Sir Reginald opens a wooden box and pulls out the largest necklace you've ever seen. It is the Pendant of the Incas. He hands it to Indy.

"Notice the triangle etched in the gold?" Sir Reginald asks.

Indy studies it.

"It looks like Machu Picchu!" you exclaim.

Sir Reginald leads you over to the excavation pit in the middle of the hall.

"Precisely!" he says, gesturing into the pit where his crew is digging.

There, arranged on golden biers, are row upon row of mummies! They are carefully preserved in all their finery—jewelry and silver masks.

"The ancient Inca kings!" says Indy.

"Protecting the lost city for eternity, according to legend," says Sir Reginald happily.

"What legend?" you ask.

"The legend," says Indy, looking at his friend with admiration, "of the Legion of Death!"

**END**



"Come on!" you shout. "Follow me!"  
Indy manages to overcome his terror of snakes just long enough to dive into the plane wreck with you. Outside, the mammoth serpents are coiling all over each other to reach you.

You search quickly through the artifacts on board until you find the gleaming Pendant of the Incas.

"Can't leave without this," you say, putting it around your neck.

"Leave!" says Indy incredulously. "We'll never get through those s-snakes alive!"

"I've got an idea," you say. "It just might work."

You grab a large canvas pack from under the pilot's seat.

"Run for the canyon!" you shout, leaping from the wreck. "We've got to make it back into the wind. Use your gun to cover us!"

As you run you hear Indy shooting wildly. Then you trip over a snake the size of a redwood log! It slithers onto your body. Without thinking, you pop it in the face with a hard left hook, stunning it.

You scramble up and race around the boulder into the wind.

Indy is right behind you. But so are the anacondas.

And they are gaining.

.....  
Turn to page 45.



Just then you see that far ahead the highway ends at the base of Mount Huascarán, whose peaks are lost in the clouds.

As Indy scans the highway for a likely spot to land, he tells you the story of the first Inca.

"According to legend," he says, "Manco Capac was the son of the sun. He came to Peru and threw his golden staff to the earth. The earth swallowed it up, and *presto!* The city of Cuzco was born!"

Before you know it, Indy has brought your plane to a smooth landing on the ancient road. The two of you walk to the base of Mount Huascarán.

Next to a zigzagging mountain path are two llamas tied to stakes. There are canvas packs on their backs. Each contains a supply of *charqui*—dried meat—for several days' journey.

It looks as if someone is expecting you to continue your search up the mountain.

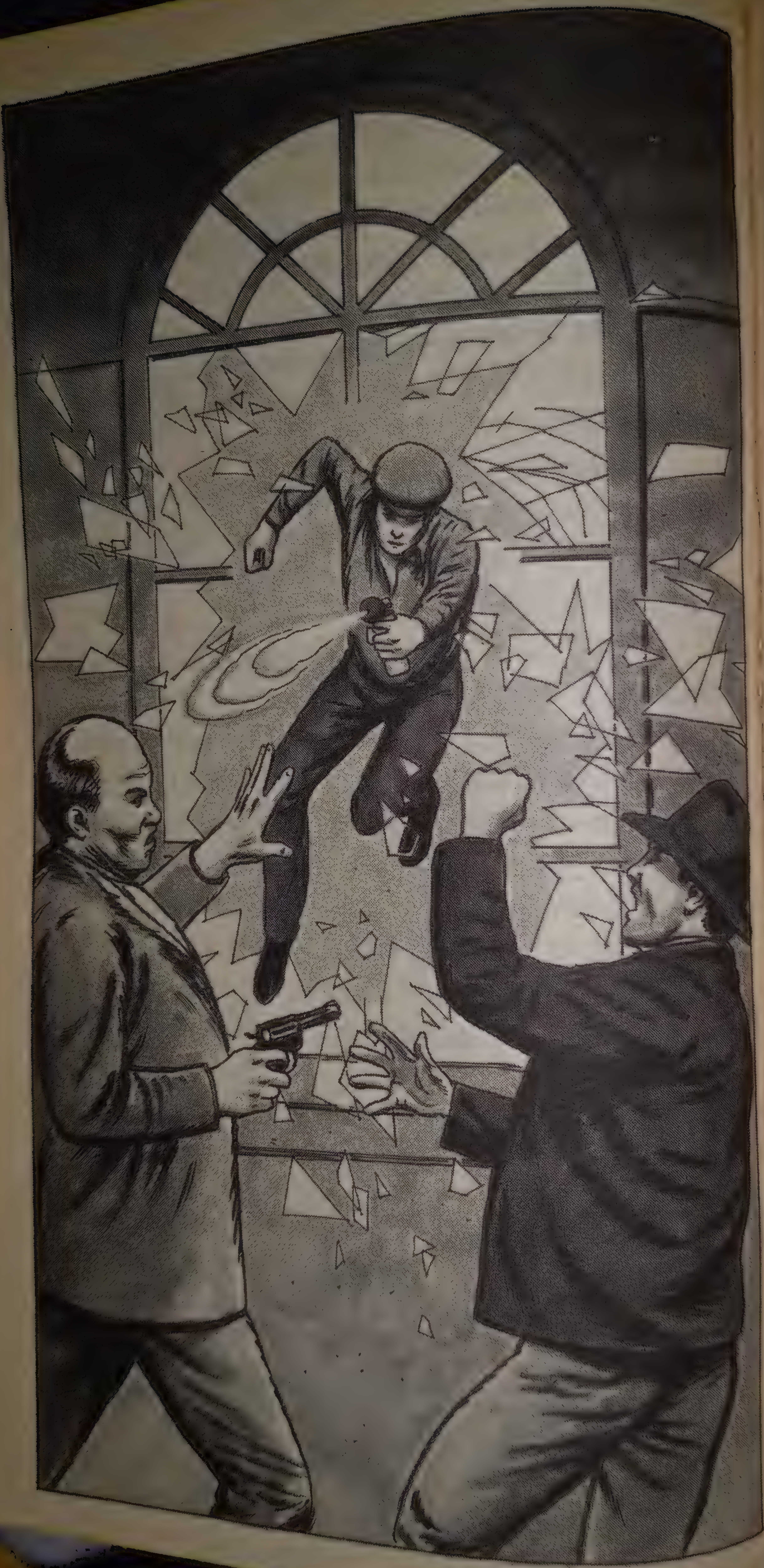
"Never look a gift llama in the mouth," says Indy, mounting one of them.

You hop on the other one.

You hope you're not making a mistake.

.....  
*Turn to page 70.*







Behind you, from inside the lab, you hear screams as the gunmen inhale the deadly gas.

You look in the window of the front room. There stands Waldo Shyster-Haven, holding a gun on Indy.

He also heard the screams.

"Jones," he says, "I don't know how you got my men, but you won't live to see my death!"

Then the fat millionaire cocks the trigger. He is about to shoot Indy!

"No!" you shout. You leap through the window and spray the atomizer in his face.

He drops to the floor. You tell Indy there is deadly gas spreading through the building, and the two of you run for it. And you keep running until Wellspring Industries and its deadly secrets are far behind you!

**END**



You can understand only some of what the men are saying.

"Shyster-Haven's whole scheme depends on finding the cargo plane," says one deep voice.

The other voice murmurs something about "poison." Then you think you hear him say, "The secret's inside."

When the first voice speaks again, you recognize it. It is the voice of Burch, Shyster-Haven's associate!

"Yeah, the pendant," says Burch. Then his voice gets softer, and you think you hear him say, "That's a cutie."

That's a cutie!

What could that mean?!

One thing is certain—there is strange business brewing, and Burch is in on it! With an invaluable artifact like the Pendant of the Incas at stake, Indy could be in danger!

Should you wait until morning and warn Indy? Or should you wake up Topa and get him to help?

.....  
If you wake up Topa, turn to page 81.  
If you warn Indy in the morning, turn to page 50.



You jump up heroically and rush to Indy to untie his hands.

Unfortunately your abductor was still watching you over his shoulder. He pounces on you just as you free Indy, and the fight is on!

Indy knocks him out cold with one good sock on the chin, then turns and swings at another *chasqui*.

You start to untie Huayna's hands so he can help, but one of the savages grabs you from behind and wraps you in vines, pinning your arms.

Indy gets off two shots from his gun, but he's outnumbered. One *chasqui* knocks the gun from his hand, and two more overpower him. You are forced to watch helplessly.

They are angry now. They ignore the peaceful villagers and concentrate on Indy and you. They tie both of you to one of the wooden litters and start dragging it toward the blazing fire.

All your plans to write a news story are about to go up in smoke! Your adventure with the mysterious Legion of Death has come to a startling and unexpected

**END.**



Your only chance is to run right off the highway into the bushes and try to circle back to the village.

But this is not your night.

You trip and fall! You look up in time to see the wild armies coming down on you, and you throw your arms over your eyes.

When you take your arms away, you see sunlight streaming through the window of your village bedroom. Huayna walks in the door.

"Ah," he says, "finally awake, I see. We thought it best to let you sleep. Indiana Jones has just returned from the mountains with Sir Reginald. After his cargo plane crashed, he stored the artifacts in a cave he knew of from his last expedition. So everything is safe—including the Pendant of the Incas! Now, if you hurry and get dressed, you'll be back in Cuzco by nightfall."

You have overslept! You missed all the excitement!

As you get dressed you mutter angrily to yourself.

"Why didn't I pinch myself? Some adventurer..."

**END**



In 1911, Indy explains, Sir Reginald came to Peru with Hiram Bingham's expedition. They discovered the lost Inca city on Machu Picchu.

"Sir Reggie knows this country well," says Indy. "I'll bet he followed the highway to Machu Picchu!"

You decide to spend the night in the village and set off for Machu Picchu in the morning. But that night you're restless and can't sleep.

You stand in your doorway. You can see the Inca highway, lit by moonlight, just past the last house in the village.

Everyone is asleep. In the absolute silence you stroll over to the stone road, which stretches into the distance.

In your imagination, you see a *chasqui* of olden times standing on the highway. Barefoot and barelegged, he wears a traditional Inca poncho of intricately woven cloth, a colorful headband over his long black hair.

He stands very still. Is he waiting for an approaching runner? To relay a message for his king?

You smile at the vividness of your own imagination. You are about to shrug off the vision. Then the figure moves!

You rub your eyes. There is a man standing there. And from far down the haunted highway comes the rapid padding of running feet! I should pinch myself, you think, to see if I'm dreaming.

.....  
Turn to page 108.

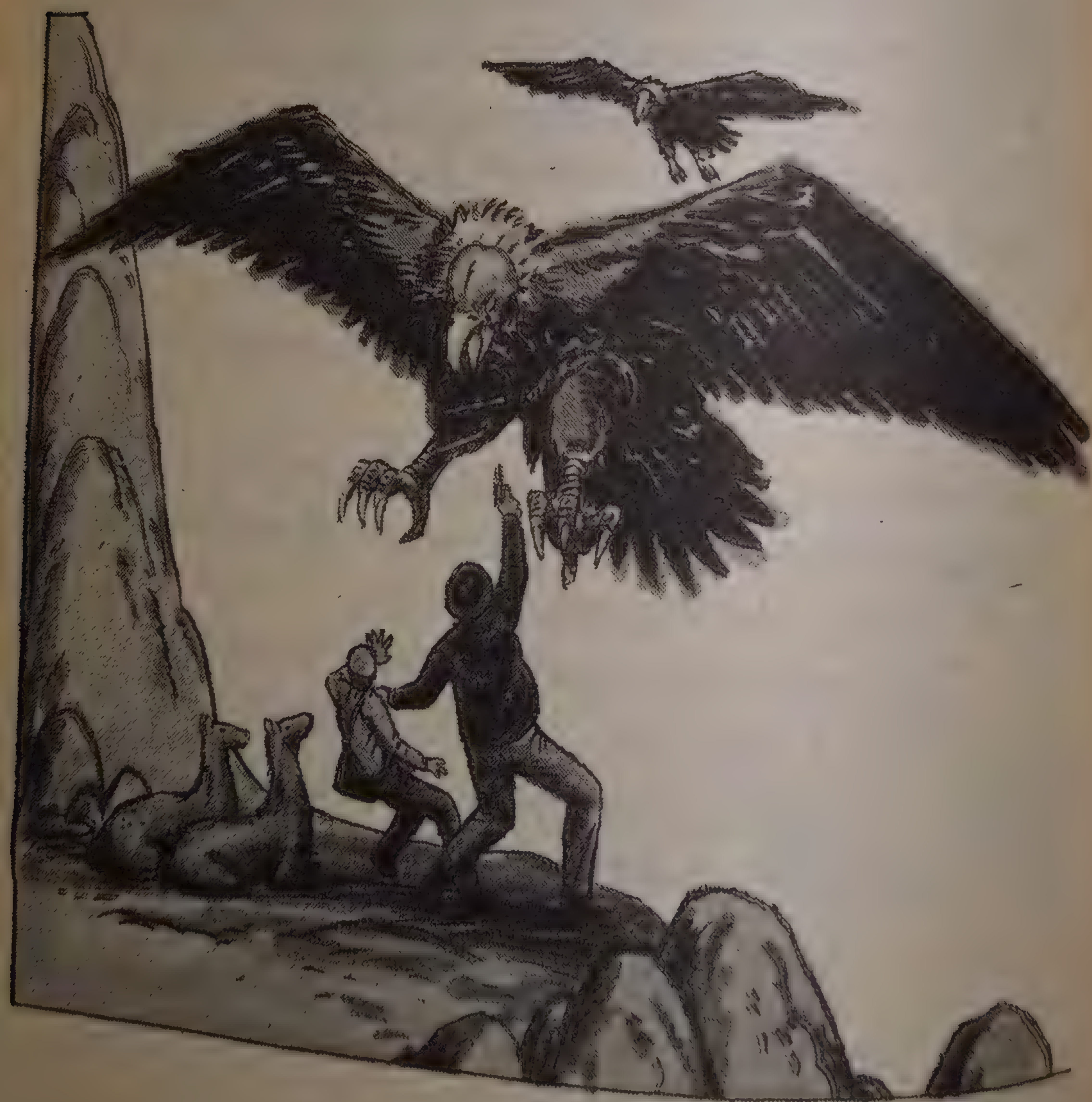


As your llamas climb the narrow path, Indy tells you more about the Incas.

"Just as the golden staff symbolized life to the Incas," he says, "the Pendant symbolized death! Whoever wore it could condemn others to death. It was precious to the Incas because they loved peace and would only use the pendant in defending themselves—"

Suddenly the llamas stop and kneel down. Ahead are nothing but mountain walls—rising straight up. They are impossible to climb.

You and Indy dismount. Before you is a small recess in the rock wall. Behind you is the path down.





"Now what?" you ask.

At that moment a moving shadow obscures the sun. It is a huge condor with monstrous talons—and it's coming right at you! Indy pushes you out of the way and draws his pistol.

But the mighty bird claws the gun out of his hand. As Indy tries to fight it off with his bare hands, you see another condor swooping down out of the sky!

You will both be killed if you don't do something!

.....  
If you dive for the fallen gun, turn to page 91.

If you run into the recess, turn to page 110.



The highway runs past the mighty Uru-  
bamba River as it snakes northeast to Brazil.  
You would like to follow the highway, but your  
fuel supply is very low. Indy sets the plane down  
gently in a clearing near the riverbank.

Here you are surprised to find a humble  
village. The peaceful Indians greet you, speak-  
ing a form of Quechua, the ancient language of  
the Incas. Luckily the village schoolmaster  
knows some English.

His name is Huayna, and he is a scholar,  
like his father before him. He is eager to help  
you find Sir Reginald and the missing artifacts.

"There is a legend in the Andes," he says,  
"that the ancient highways are still used—by  
the ghosts of our ancestors, the Incas!"

"What if you don't believe in ghosts?" asks  
Indy.

"You would if you lived here," Huayna re-  
plies. "Especially at night. Some villagers have  
actually seen ghosts of *chasquis*—Inca messen-  
gers—running in the moonlight as of old."

"I've heard the legend," says Indy, "But  
what I want to know is, where does the highway  
lead?"

"To my namesake mountain," laughs  
Huayna. "Huayna Picchu."

Indy's eyes widen in amazement.

"I think we're gonna find Sir Reggie," he  
says to you.

.....  
Turn to page 63.



Up ahead, partially concealed behind a rocky outcropping is a hidden path. It leads up the mountain in the opposite direction from the first path you took.

You follow it eagerly until you come to a giant archway carved right out of the mountain.

"Footprints!" says Indy, peering at the ground. "And...blood!" he adds, cocking his pistol. "It's fresh!"

The drops of blood go up the trail. Indy dismounts and follows them, pistol drawn, leaving you and the llamas behind. Then he disappears into a dark cavern.

As you stand there, gunshots ring out from the cavern!

It sounds like Indy is in trouble! Should you wait here, holding the frightened llamas, or rush to his aid?

You wouldn't be much help without a gun.

.....  
87. *If you rush into the cavern, turn to page*

*If you keep the llamas from bolting, turn to page 105.*



In the back of the deep cavern, Sir Reginald has excavated the tomb of Ayar Cachi, brother of Manco Capac, first king of the Incas!

A perfectly preserved mummy of Ayar sits on a golden throne. On either side stand two stone statues, as if guarding him.

"To become king," says Sir Reggie, "Manco Capac had his own brother walled up alive in this cave. Much later he came back and enthroned Ayar Cachi, and vowed to lead a *peace-time* army called the Legion of Death! The golden pendant was placed around Ayar's neck when Manco made the vow."

Sir Reginald points to the mummy's lap.





"And here is an artifact more valuable than the pendant," he says. "The golden staff of the Incas!"

"Whew!" says Indy. "Waldo Shyster-Haven is getting more for his money than he thought!"

"There's one part of this mystery I still don't understand," you say, frowning. "What were those drops of blood we saw on the trail?"

"Oh, that. I was clearing some foliage from the entrance this morning," says Sir Reggie, blushing and holding up a bandaged finger. "And I cut myself on Loki's machete!"

**END**



While the men are busy loading the barge, you and Topa manage to sneak into Indy's tiny cabin.

He is surprised to see you.

You and Topa quickly tell him what you heard last night.

"It sure sounds like Shyster-Haven's up to no good," agrees Indy. "But one thing I can't figure. What could Burch have meant when he said 'That's a cutie'?"

"Yipes!" says Topa suddenly, slapping his forehead. "Topa dumb head! Men not say 'That's a cutie.' They say 'Pachacuti'! They mean golden Pendant of the Incas!"

"They must have been talking about something inside the pendant," you say to Indy. "Something to do with poison!"

"Sounds like this is more than a harmless millionaire's hobby," says Indy.

Just then you hear voices outside the cabin!

.....  
Go on to page 77.



Not daring to move, the three of you listen carefully to the conversation.

"So what's the old man gonna do when we find the wreck?" asks one man.

"Correction," says the other. "You mean when *Jones* finds the wreck for us! Shyster-Haven can't afford to have him around after that."

"You mean—" begins the first man.

"I mean—Indiana Jones will...disappear!" says the other. "Neat, huh?"

A third voice breaks in: "Shut up, you two! Jones might hear you. Now get busy, or the old man will brew some *coca-chancas* for you!"

"*Coca-chancas!*" gasps Topa. "Deadly poison!"

Topa explains in a whisper that the formula for *coca-chancas* was a weapon of the ancient Chancas people. He says that the Incas captured the formula when they defeated the Chancas more than six hundred years ago. It was so deadly, whole nations perished when it was put into their drinking water!

"An ancient secret!" you say. "The Pendant of the Incas must hold some key to the formula!"

You have to find a way to foil Shyster-Haven's "scheme"!

.....  
.....  
*If Indy decides to play along with Shyster-Haven's men, turn to page 38.*

*If you and Indy search for the pendant alone, turn to page 92.*



There is a sharp, paralyzing pain in your left hand. You flail out wildly, then fall backward dizzily. You are losing consciousness!

Everything goes black.

When you wake up, you and Indy are in a huge, crudely woven net. It's tied firmly at the top, and it's being hauled up the mountain by native Indians! You see more of them above, looking over the edge of a high ridge.

"Well," Indy says to you as you're being pulled up toward the ridge, "it's faster than climbing. Don't knock it."

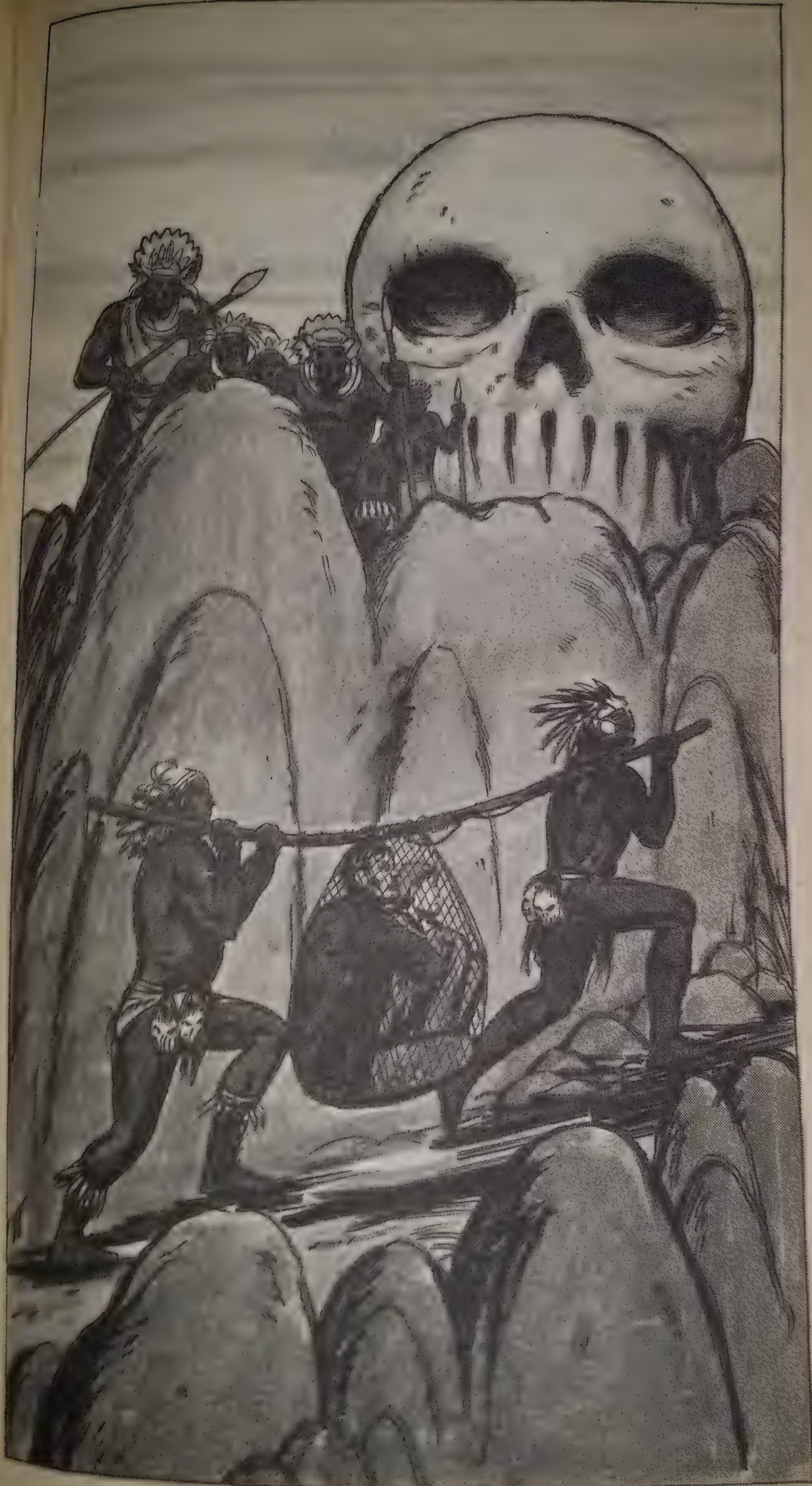
As you get closer you can see sharp knives and long blowdarts in the Indians' belts.

"Poison darts!" says Indy. "Lucky they only stunned us. These must be a remnant of the ancient Yunga people. Four hundred years ago they were the natural enemies of the Incas. Somehow they've managed to survive up here—fifteen thousand feet above civilization!"

The savage warriors drag you to a huge domed rock, carved like a human skull! They drive long stakes into the rock and fasten your net to it. Then they scurry down to a ledge below.

.....  
*Turn to page 94.*







You are still tired after your long day, but you take off after the runners as fast as you can. This is the chance of a lifetime!

Ahead, you can see the Inca ghost-runners picking up speed. You push yourself harder. You have to catch up!

You wipe the perspiration from your eyes. In that instant the two runners have disappeared!

Where could they have gone?

But ghosts aren't solid, you remind yourself, feeling very foolish now for chasing them. As you turn to walk slowly back to the village, you're horrified by what you see.

An army of Inca warriors—thousands strong—fills the highway to the south! They are rushing toward you, howling like spirits of the damned!

When you turn around again, there is an equally large army descending from the north. The two battling factions will converge any moment on the spot where you stand!

Why didn't you stay in bed?!

You are being attacked by not one, but *two* Legions of Death!

This is a nightmare!

.....  
*Turn to page 68.*



Very quietly, you get out of bed and tiptoe to Topa's room. You knock gently on his door.

First you hear a muffled moan coming from inside the room. Then a voice says calmly:

"Who's there?"

"I need your help, Topa!" you whisper. "I think Dr. Jones may be in danger."

There is silence for a moment.

Then the voice in the room says:

"Come in, and tell me about it."

You open the door and enter the room. It is very dark. You see Topa on the bed.

He is bound and gagged!

Just then, strong arms grab you from behind, and a hand is clapped over your mouth.

You watch helplessly as Burch enters with two other thugs. They set down a big Spanish chest, and Burch sits on it.

"I don't know how much you heard," he says to you, "but you're not gonna spoil the boss's little scheme. You're gonna stay right in this room until the expedition leaves!"

Some time after dawn, Burch tells you with a sneer what they have in store for Indy.

.....  
*Turn to page 82.*



"Indiana Jones won't come back alive," says Burch with a mirthless laugh. "As soon as he finds the pendant for the boss, he dies! That way we get the formula inside it—the Inca formula for changing iron ore into gold!"

He opens the Spanish chest.

"Wouldn't want a precious formula like that to go to a museum. We're gonna be the richest men in the world!"

Inside the chest is a short-wave radio!

Burch calls a member of the expedition.

"Yeah," he says. "We got the kid. Remember as soon as Jones finds the plane, get rid of him right away. Use poison. Don't call back until he's dead."

Long hours pass. You and Topa wait, horrified and helpless, as Burch's two thugs keep their guns trained on you.

"Now listen carefully to the radio," says Burch. "'Cause when I get a certain message, my men's guns are gonna go off. Sort of like a little salute..."

You wait in silence. Maybe the message won't come.

The radio suddenly crackles!

"Leftie to Burch! We got the formula, and Jones is—"

The thugs' guns blaze.

Unfortunately your first and last adventure has come to the

END.



You grab a torch from the wall and toss it at the leading barbarian. His condor feathers burst into flame!

Before the others can react, you have tossed two more torches into their midst. Now *three* birdmen are beating at their bodies to put out the flames.

The rest huddle together for protection. You toss a torch at each!

Meanwhile, Indy leaps onto the altar and frees Sir Reginald. As the three of you head out of the cavern, some of the bird-worshippers break free and come at you.

"The rope, kid!" shouts Indy, pointing just above your head. You look up. Hanging there is a long rope that loops over to the giant bamboo cage. It is tied to the latch on the door.

You pull with all your might!

Then you take off, with the flap of mighty wings beating behind you!

But you don't look back. You keep running until you reach Indy and Sir Reginald on the trail below.

.....  
*Turn to page 86.*



Indy rolls off the skull dome and slips down into the narrow cleft behind it. You follow him.

From your hiding place in the stone passageway you can see the Yungas arriving at the cut net. They are furious when they see you've escaped!

You try not to laugh out loud at their frustration.

"Let's keep moving," says Indy.

You emerge below the Yungas and start climbing down to the path.

Then you look up.

The Yungas have spotted you. Nothing can match their fury now!

The mountain god must be appeased.

They all jump down behind the huge skull dome and begin pushing it with all their strength.

There is a deep grinding sound. Then the dome shifts, slides, dislodges, rolls over, smashes the ledge, and continues down the mountain.

You are directly in its path! You'll never get out of the way in time.

The mountain god will be appeased!

**END**



Then you get an idea. It is an outside chance, but it might work.

You run quietly around the side of the building to the back entrance of the chemical laboratory. You enter and hide behind a filing cabinet.

Just in time! The technician comes in and begins to prepare the poison. You watch, fascinated, as he mixes coca extract with other chemicals. He heats the mixture in a small retort over a Bunsen burner, capturing the deadly gas in an atomizer.

After he shuts off the burner, you go into action. You throw some papers across the room. When the lab technician turns to see what's happened, you knock him out with a paperweight, barely catching the atomizer as it falls from his hands.

Then you shout in as deep a voice as possible: "Help! You men! I need help! Bring your guns!"

From the front room you hear the millionaire order his men into the lab.

You turn the Bunsen burner back on and unstop the retort so the gas will escape. Then, holding your breath, you run out of the lab and around to the front, clutching the atomizer.

.....  
*Turn to page 65.*



"What happened to the Pendant of the Incas?" Indy asks Sir Reginald.

"Safely buried—with the other artifacts—in the mud, near Lake—Titicaca," the old man says faintly. "Just before this Legion—of Death—killed the pilot and captured me!"

"Don't worry," says Indy. "You'll be all right now."

"Which is more than I can say for them," you add, jerking your thumb back.

"W-what's happened to them?" asks Sir Reginald nervously. "Are they still coming after us?"

"Nope. Guess they decided to stay for dinner."

Behind you, black smoke billows from the cavern.

"I wonder if condors like their barbarians well done!" says Indy.

"Let's not stick around to find out," you say, glad that this adventure has come to an

**END.**



Unarmed, but eager to help, you enter the wide mouth of the cavern. Inside, a tense drama is being enacted.

Indy stands in the middle of a vast, ancient cathedral of rock, lit by torchlight.

At least a hundred worshippers, covered from head to foot with black and white condor feathers, are closing in on him. And he is out of bullets!

What are they going to do to him?

High above the great stone altar, you hear a groan. Dressed in tatters, and manacled to the wall, is Sir Reginald Brooksbank!

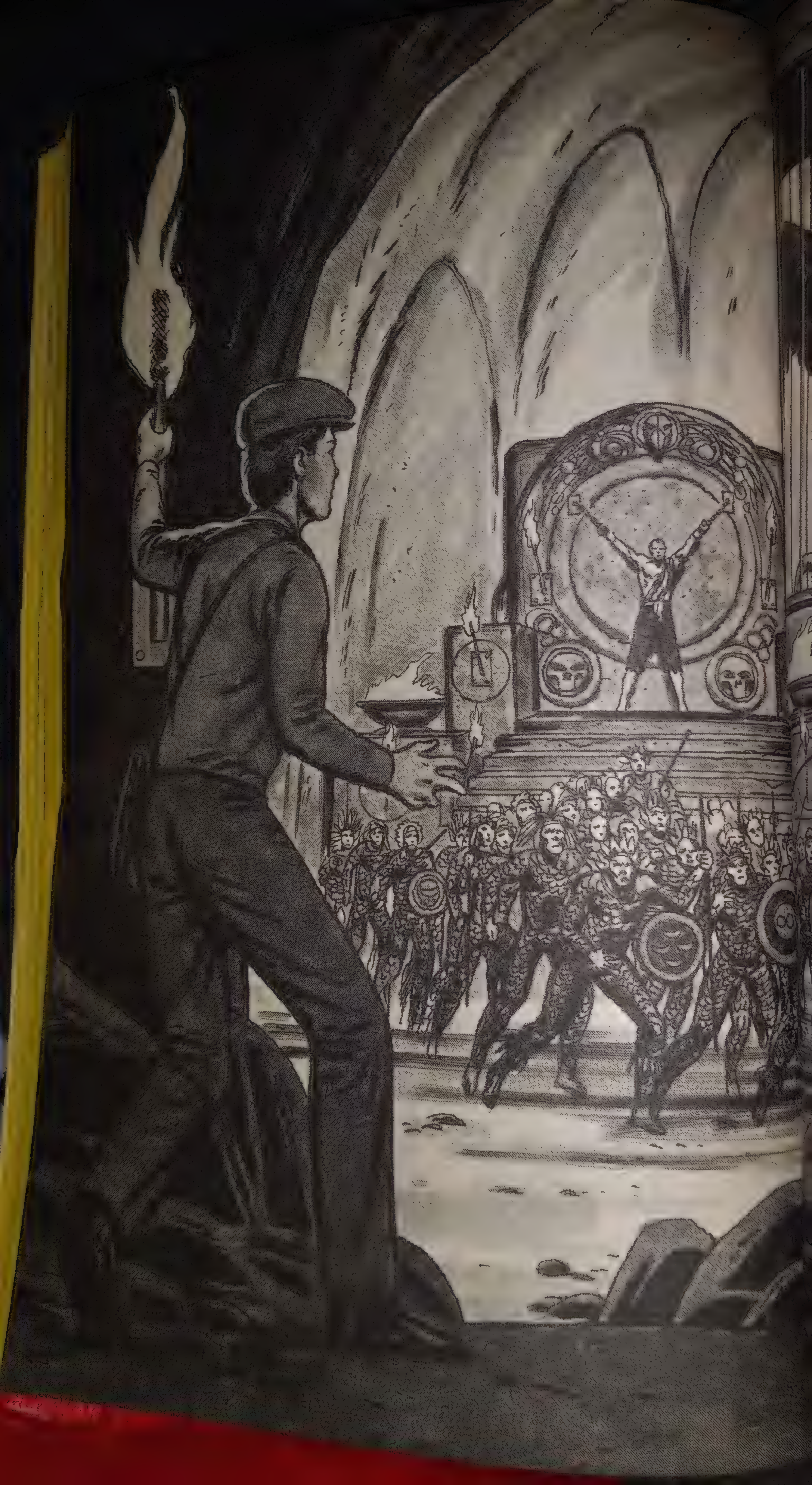
Near him, struggling in a thirty-foot-high bamboo cage, is the biggest condor you have ever seen. Its beak is open, its eyes are haunted. These fiendish zealots have been starving it!

And then you realize what the bird's next meal will be: two archeologists!

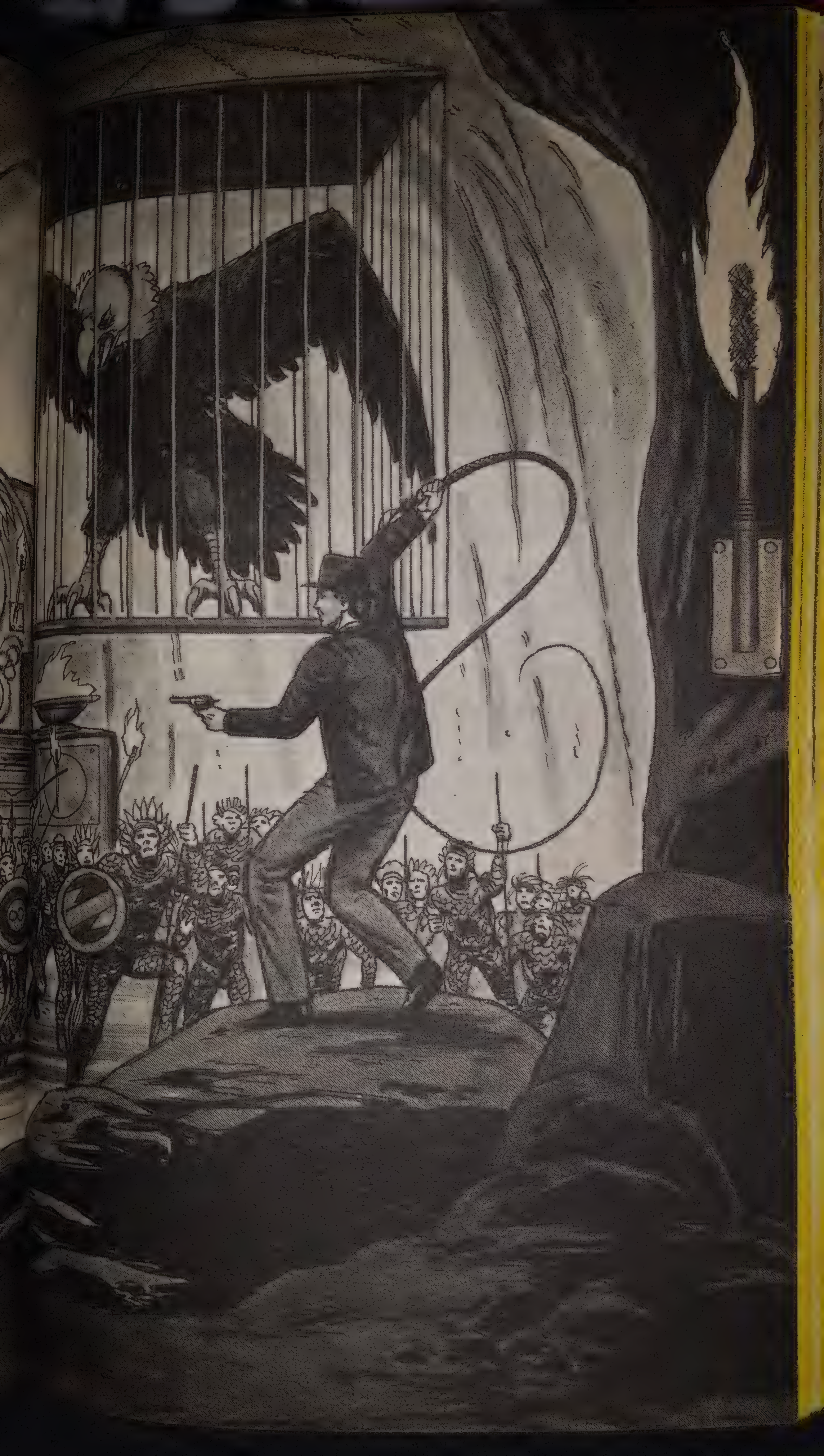
"No!" you shout, rushing forward.

.....  
*Turn to page 83.*











There is no fighting such a powerful grip. You pretend to faint, and let yourself be carried to the square. Through half-closed eyes you peer at your abductor. He is brawny and dark, and he wears the headband and poncho of the *chasquis* you saw on the highway.

No wonder his silhouette looked familiar!

A huge bonfire rages in the square. By its flickering light, you see a terrifying scene.

All the peaceful villagers have been rounded up by hundreds of savages, all dressed like the *chasquis*! Some of the villagers are being strapped securely to crude wooden litters. They will be burned alive!

Your wild abductor drops you heavily near some villagers and walks off. You look up cautiously.

There stand Indy and Huayna, bound tightly together by strong vines. Indy's pistol is in his holster, but he can't reach it.

You've got to do something, and fast!

- .....
67. If you risk freeing Indy now, turn to page
60. If you keep playing "possum," turn to page



You almost miss the gun and roll off the cliff! But you are on your knees in an instant, aiming your pistol at the condor.

Indy is being lifted bodily into the air!

"No! Don't shoot!" he shouts.

You hesitate. Indy isn't even fighting the bird! Why is he letting himself be carried off? You watch as the condor sails up the mountain with Indy firmly in its talons.

When the second condor swoops down, you decide that what's good enough for Indy is good enough for you!

Soon you are sailing by bird up the mountain.

You and Indy are deposited in soft straw. The condors fly away. Here, a thousand feet higher, you can see that the incline is not so steep. You will be able to climb the rest of the way!

But you have only gone a few feet when something hits your left hand.

*Zing!*

*Zing!*

*Ping!*

Small pebbles or bullets are ricocheting off the rocks around you. You and Indy are being picked off by a mountain pea-shooter!

.....  
*Turn to page 78.*



That night you, Indy, and Topa slip off the barge and swim to shore. You and Indy set off in search of the cargo plane. Topa leaves you to follow the river back to Cuzco. He will alert the police.

You head into the jungle. You must beat the portly villain to the formula!

By midafternoon of the following day Indy has spotted the wreck under a mossy ridge at the base of a brilliant green mountain.

"The river was faster, Jones!" comes the voice of Shyster-Haven.

You whip around to find yourselves completely surrounded.

"All the artifacts have been loaded onto the barge," he says as his men tie you and Indy to solid wooden stakes in the ground.

"The formula, too, is safely in my hands. Soon I'll have more money and power than you ever dreamed possible! Oh, and I regret to inform you that your old friend, Sir Reginald, did not survive the crash."

The millionaire smiles and looks at his watch.

"You won't get away with this!" you yell.

"But I already have, my young friend," sighs Shyster-Haven. "And now we must bid you good-bye. You won't be lonely for long. You have a date with the Legion of Death!"

.....  
Go on to page 93.



Shyster-Haven and his men laugh as they go off. He calls back, "Keep your eyes on the mountain!"

"What does he mean?" you ask Indy.

"Search me," says Indy, looking up at the huge green mountain. "Must be where our visitors will come from, whoever they—" He stops talking and stares.

You can't believe your eyes. The mountain is changing color as you watch!

From a brilliant green, the high, lush vegetation is becoming bright red-brown! The color seeps down over the thousands of acres toward you, as if some god were pouring dye from the clouds.

But before you can begin to comprehend this amazing phenomenon, danger threatens. From out of the great rain forest come hundreds of wild creatures! They are stampeding, crawling, and flying right at you!

As you squirm and struggle frantically, trying to pull yourselves free from the heavy wooden stakes, large beetles, lizards, and scorpions scuttle and slither over your shoes!

A ferocious cougar leaps at you!

Wild boars, their razor-sharp tusks working furiously in their maddened jaws, trample the ground in front of you!

.....  
*Turn to page 114.*



The fierce Yungas slide their knives from their belts.

"I don't like the looks of this," Indy says to you. "The cliff wall behind us is pockmarked with chinks and holes—KNIFE marks! We're about to become target practice!"

"What about your gun?" you ask.

"Against all of *them*?" he says, frowning. "No, it's gonna take something besides bullets. They're sacrificing us to appease the mountain god, just like they used to sacrifice Inca enemies! It's too late to convince them we're not Incas...maybe we should pray to the mountain god!"

This may be a joke, but Indy is busy doing something with the knot at the top of your net. He has jammed it into a hole in the cliff wall behind you, just above your heads.

"Now, duck!" Indy shouts as the Yungas let fly with a volley of knives.

A dozen sharp knives sever the cords of the net, missing you entirely.

You're free!

"So we're free," you say to Indy. "Big deal. We're also trapped on the highest mountain in Peru!"

.....  
Turn to page 99.



Still wondering about the runners you saw, you set out for Machu Picchu at dawn. By late morning you have reached the ruins of Sayamarca. You climb sturdy stone steps past ancient aqueducts and finally arrive at the last pass before the twin mountain peaks.

You see evidence of Indian natives everywhere—from naked footprints in the mud to broken branches.

Six thousand feet above sea level. Huayna takes his machete and cuts bamboo walking sticks to help keep you from slipping on the treacherous climb ahead.

"This is Huayna Picchu," says Huayna. "Machu is not much farther."

On a ledge so high up that clouds are drifting below, you suddenly lose your footing.

But Indy is quick. His whip lashes around under your arms and pulls you back to safety.

And suddenly, there it is! The twin peak and, ahead, the massive stone gate to the abandoned city—Machu Picchu!

It is a huge, impregnable fortress cut right out of the mountain, filled with stone palaces and gabled houses—more than a hundred empty buildings!

"Maybe not so empty," says Indy, coming to a halt.

Just as you hear strange hammering, cracking, and crunching sounds, the three of you are surrounded by Indians!

.....  
*Turn to page 96.*



Short and muscular, they stand there in silence, staring at you.

"They're dressed like the *chasquis* I saw last night!" you exclaim.

As soon as he recovers from his surprise, Huayna speaks to them in Quechua. You hear the words "Sir Reginald Brooksbank" and "archeologist." Indy uses sign language, pointing off in the direction of Lake Titicaca and making a swooping motion with his hands to indicate the plane crash.

Suddenly the menacing Indians are grinning and babbling like children. They lead you into the largest of the stone buildings.

Inside is Sir Reginald! He is excavating with a crew.

"Aha!" says the eccentric archeologist calmly when he sees you. "Indy Jones! I've been expecting you. My runners brought the news of your arrival last night, by means of the excellent old highway."

You and Indy stare at him, dumbfounded. Those *chasquis* you saw last night were Sir Reginald's men!

.....  
Turn to page 61.



Topa runs straight at the millionaire!

"No!" he shouts. "You will not use the Inca secret for mass murder! I kill you first!"

But the brave Indian never reaches Shyster-Haven. The gunmen open fire all at once, cutting him down in his tracks.

Horried, you rush to his aid, but a heavy blow to the back of your head sends you sprawling. You lose consciousness.

When you come to, Topa lies dead and Indy and the men are gone.

You find your way back to the river, but the barge is gone too.

It takes you two days of stumbling about in the jungle and losing your way many times to get back to Cuzco.

Finally you arrive, exhausted and hungry. When you go to the police, they act as if you're crazy. They've never heard of Topa, Indiana Jones, or Waldo Shyster-Haven!

Did Shyster-Haven kill Indy? Did Indy and Topa get away? What became of the treasure? And did the Legion of Death really exist?

You may never find out. And right now, you don't even care.

All you want is to get home, and bring this ordeal to an

**END!**



You pick up Indy's pistol and fire it into the air. That startles the Indian just long enough for Indy to grab him. Then, using his whip, Indy ties the Indian's hands and leads him back to the cavern entrance.

"I don't know what your game is—" Indy begins.

"There seems to be a misunderstanding," comes a voice behind you. "He must have thought you were looters."

You and Indy whirl around.

"Sir Reggie!" exclaims Indy. "What's going on here?!"

"I'm glad you found me," says Sir Reginald, coming out of the cavern. "There wasn't time to leave clearer messages. At least you saw the llamas, I see. Oh, and you can untie Loki. He's my Indian guide!"

Sir Reginald goes on to explain that when their plane crashed two months ago, the pilot was killed. They buried him near the Inca highway and set off for Cuzco with the Pendant of the Incas.

"But on the way," says Sir Reggie, "Loki here told me a story of a mountain tomb. 'Find it,' the legend goes, 'and you will understand the Legion of Death!' So I went looking for it on Mount Huascarán. And I found it!"

He turns and leads you into the cavern.

.....  
*Turn to page 74.*



"Hey! One step at a time!" says Indy. "Besides, you can't be free and trapped at the same time. It all depends on how you look at it!"

In a few minutes the Yungas will come onto the skull dome to collect your remains...and their bloody knives! You don't have much time to find a way out.

Indy looks around.

In back of the huge skull boulder, there is a narrow cleft in the rock. Through it you can see a trail leading down.

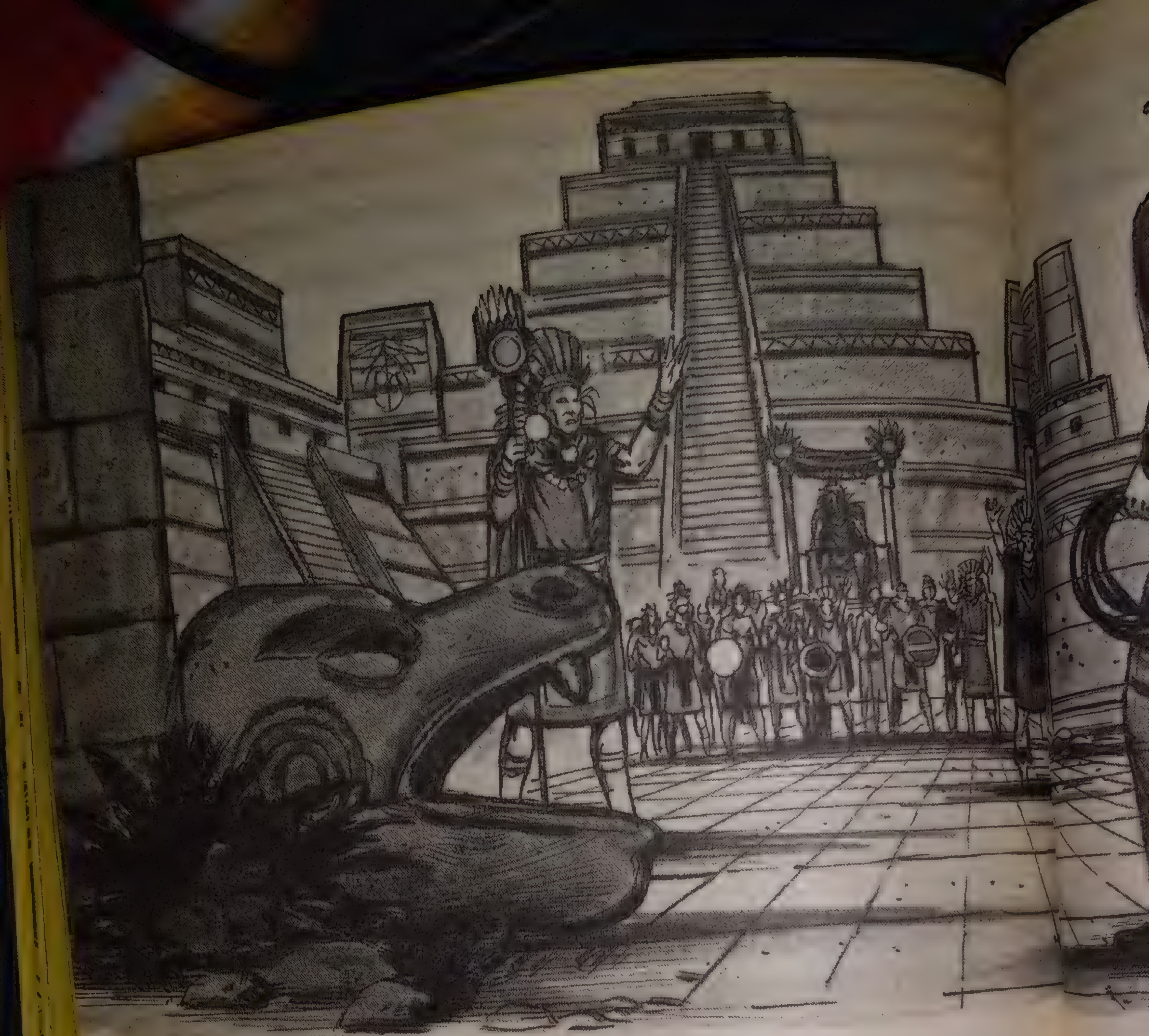
Above you is the mountain cliff, pock-marked with knife holes and chinks.

Which way should you go?

.....  
*If you crawl through the cleft, turn to page 84.*

*If you climb up the mountain cliff, turn to page 116.*





You and Indy stride boldly down the gold-paved main avenue of the sprawling city.

Ahead is a brightly colored procession led by a magnificent, canopied litter. Men and women follow slowly behind the litter, carrying smoking incense in copper and silver vessels.

You see a king's guard rush up to the litter and stop it in its tracks. He points back at you in fear.

All the people turn and look as the curtains of the litter part. The great Inca king steps out.

There is a moment of tense silence as the citizens await the meeting between you and their mighty king.

Then the king speaks.





"Welcome to Tawantin-Suyu," he says. "The name of our city means 'Four Corners of the World' in our humble Quechua tongue."

"You speak English!" says Indy, astonished.

"Yes," replies the king with a smile. "We live apart from the modern world, but we are not ignorant of it."

He tells you he is called Manco Capac, named for the first Inca, and suddenly you see that the king is wearing the fabulous Pendant of the Incas and carries the original golden staff!

.....  
*Turn to page 118.*



The road north continues past Cuzco. You hope Indy won't drop you off there; you want to be in on the adventure.

"You mind if we keep following the highway, kid?" asks Indy. "I bet nobody has ever seen it by air before!"

You don't mind.

Below, the road crosses uninhabited plains and spiky ridges.

"Too bad we don't know more about the Incas," Indy says. "They were a great civilization."

"Didn't they write books?" you ask.

"Quechua is a spoken language only," he says. "As far as we know. They made pictures though, and—hey! Look!"

He points to the right.

You look down at the barren mountain *altiplano* alongside the highway. Then you see what he means. Etched onto the flat ground is an enormous drawing, hundreds of yards long! It looks like a giant bird with its wings outspread, flying parallel to the road.

"A condor," says Indy in amazement. "It had to be carved by the Incas!"

"Maybe the ancient Incas are telling us we're on the right track," you say with a smile.

.....  
Turn to page 63.



"Oh, no!" you groan. "Not another one!"

But it is only a villager bringing a message from Cuzco. Sir Reginald has returned safely to the city with the artifacts—including the golden Pendant of the Incas!

He was met by peaceful natives who helped him travel the Inca highway, hiding him when necessary to avoid the Legion of Death.

"Which is why it took him so long to get back," you say to Indy.

Much later, as you say good-bye to the villagers, Huayna shakes your hand.

"You will tell this story in the newspaper, yes?" he asks.

"Yes," you say, glancing at Indy. "It's not the story I came for, but I guess it'll do...just fine!"

**END**



Using every ounce of strength in your body, you wrench yourself free from your captor's grasp and break into a run back to the highway.

"Hey! Hold it! What do you think you're doing?"

It's Indy!

You come to a sliding halt as he runs after you.

"We've been looking everywhere for you," he says. "The whole village has been searching from house to house."

So that was the commotion you heard!

How embarrassing. But even more embarrassing is the fact that you now realize the dark figure at the window was Indy!

You tell him about the ghostly messengers you saw on the Inca highway.

"Sounds like you were sleepwalking, kid," he says. "But just in case, let's go tell Huayna about it."

Huayna can only guess that you must have seen some mountain farmers. They still keep some of the old Inca ways. But he can't imagine why they would be relaying messages at night.

*Could you have been sleepwalking?*

.....  
*Turn to page 118.*



You snatch the cloth bridles from the llamas and tie both animals to a branch jutting out of the mountain. As you turn around, Indy runs out of the dark cavern.

"Did you see anyone come out?" he asks.

"No, no one," you answer in surprise. "But I had my back turned..."

"I think I ran into an Inca ghost!" Indy says, racing around a curve in the path. "And it tried to cut me down with a very real machete!"

You run after Indy.

As you round the bend you see only Indy, stooping to pick up a sharp machete from the ground.

You look up just in time.

"Indy! Watch it!" you yell as a short dark Indian leaps from the ledge above. He looks like an Inca warrior! He wears a loincloth, and his thick blue-black hair is bound with a colorful headband.

He knocks Indy's gun from his hand.

The two men struggle, rolling over and over, perilously close to the cliff's edge!

.....  
*Turn to page 98.*



The legion drags you and Indy into the frigid night and up the steep steps of a stone tower that's completely covered in ice. At this altitude the ice never melts.

The Incas' "hell" is ice, not fire!

The legion prepares you and Indy for the "divine ordeal" by wrapping you from head to toe in gauzelike cloth strips.

"A couple of deep-freeze mummies," says Indy grimly.

You look around.

Frozen to the icy surface are scores of Yungas, also wrapped—and long dead.

When you are so tightly wrapped you can no longer move, the legion goes down to the city below, leaving you to freeze.

You're beginning to think you won't pass the test. Your fingers are already numb and your teeth are chattering.

"At least we won't grow old," says Indy, looking around at the other frozen mummies. "We'll be Yunga forever."

How can Indy joke at a time like this?

.....  
Go on to page 107.



Just when you think the end is near, there is a sudden tremor and a loud wrenching crack! The ice starts to break and shift.

In the city below you can hear the screams of the terrified Incas. It's an earthquake!

The god of the mountain is on your side.

Cracks in the ice around you widen, and Yunga mummies go sliding on blocks of ice down the tower. Then one solid block under you and Indy breaks loose.

Still wrapped tightly as mummies, and stuck fast to the ice block, you go speeding down toward the shaking golden city, as if on a giant toboggan!

Your ice block plows into the fleeing Legion of Death, sending them sailing over the edge of the mountain to oblivion!

You and Indy tear yourself out of your wrappings and quickly climb down to the trail below. You cling to the trembling mountain as high above, the center peak collapses inward. With a deafening roar of ice and smoke, the Lost Empire of the Incas is swallowed up forever!

**END**



You stand there frozen.

It can't be, you think. Yet it is all so real. Just as you think you must be dreaming, the distant *chasqui* arrives. The other, no longer still, runs alongside him. The first speaks excitedly in Quechua, and the other repeats the message word for word, committing it to memory.

A moment later both runners have sped so far down the highway to the mountains that they have vanished from your sight.

Did you really see them?

Would it be dangerous to try to solve the mystery?

Trembling now, you must make a decision.

.....  
If you run after the ghosts, turn to page 80.  
If you return to the village, turn to page 58.



You hide on the edge of the city and wait until night falls. When it does, the temperature drops and you start to shiver uncontrollably.

"Come on," says Indy. "Some action will warm you up."

But you don't get far.

A band of Inca guards wearing gruesome skull masks has been lying in wait. You have been ambushed!

Indy tries to explain in Quechua that you are not Yungas, but they won't listen. They bring you to the golden palace of the king, where hundreds of masked Inca warriors are gathered.

Indy and the king talk rapidly in Quechua. Then Indy turns to you with a frown.

"This is the Legion of Death!" he says, looking at the army in skull masks. "They are sworn to protect their nation from Yunga invaders—which is what they think we are!"

The king stands. He appears to be issuing a command.

"Uh-oh!" says Indy. "The king says the only way we can prove we're not Yungas is to go through *Oko-paca* and survive. In Quechua, *oko-paca* means 'hell'!"

.....  
*Turn to page 106.*



You are just able to squeeze into the tiny cave as the condor swoops past. Outside, Indy is fighting for his life!

"Indy!" you shout. "Over here!"

But you know the situation is desperate. The recess isn't big enough for both of you.

Your shout has startled the condor and it lets go for just a second. Indy dives into a forward roll and spins to his feet, holding his pistol. He fires it twice into the air, and the echoing blasts frighten off the feathered monsters—for the moment.

"Why didn't you kill them?" you ask.

"Because they're magnificent animals," he says. "And remember—we're the intruders. They live here."

Keeping your eyes on the sky, you both mount your pack llamas and spur them back down the mountain path.

"Somehow, I just know if we could get up that mountain, we'd find Sir Reginald and the pendant," you say.

"Yeah, but how?" wonders Indy.

"*That's* how!" you shout suddenly, pointing ahead.

.....  
Turn to page 73.



Indy and Huayna watch anxiously as you walk boldly into the open and stand in front of the fire. You begin to scream at the top of your lungs.

The savages all stop and stare at you, forgetting for a moment their innocent victims on wooden litters.

You are pointing at your chest with your right hand and screaming in Quechua: "Night! Night!" In your left hand behind your back, you hold the bullets from Indy's gun.

Before anyone can move, you start shouting "Kill sun!" and point at the sky. Then you point at the savages and shout "Curse forever!"

With each word you toss a bullet into the fire, where it explodes with a loud bang.

It works. The members of the Legion of Death have forgotten their mission and look terrified.

Now you point at the captured villagers and shout "Release!" and throw three bullets into the fire at once. At the loud explosion, the wild cultists quickly untie everyone and then run frantically for the hills!

It is almost dawn. Some of the villagers put out the fire, others crowd around you happily.

"Nice work, kid," says Indy. "But it's too bad we weren't here two months ago, when Sir Reggie crashed. It looks like he met up with the Legion of Death after all."

Suddenly a runner appears on the highway!

.....  
*Turn to page 103.*





You run down the stony path to the embankment, shouting at the top of your lungs.

"Indy!" you scream, ignoring the surprised faces of the men. "Don't cross! These guys are up to something!"

But Indy has already crossed halfway. He stops and looks back in time to see three of the strongest men pick you up and toss you onto the wildly swaying bridge!

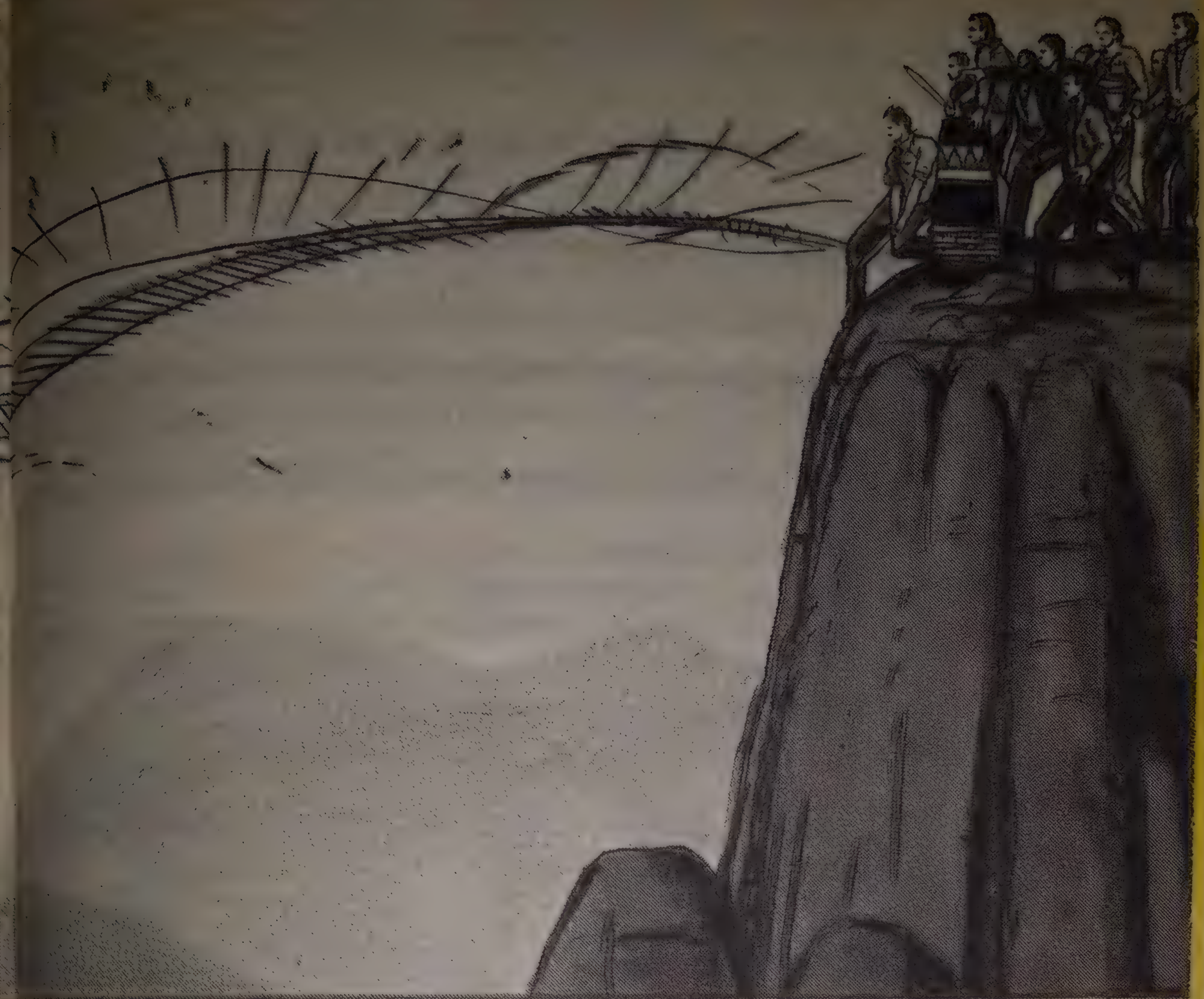
You look down.

It must be almost a thousand feet down to the boiling rapids.

Indy is starting back across for you.

You look back.





"Cut the support cables, men!" Shyster-Haven yells. "As long as they're on to us, we'll have to find the secret formula without Jones!"

Indy reaches you. You are holding on tightly to the twisting walkway.

Then everything happens at once. You feel the bridge give way under you. You feel Indy's strong left arm catching hold of you.

You feel yourself falling through space as you and Indy plummet to certain death!

.....  
*Turn to page 40.*



But all these dangerous creatures pass right by you!

Within seconds there is not a reptile, insect, or jungle beast left in sight. What are they running from?

"Keep your eyes on the mountain..."

Now you can see that all the vegetation on the mountain is gone, replaced by a strange carpet of red. It's more than a mile wide, and it's moving toward you.

"What is it, Indy?!" you cry.

"The Legion of Death," he answers grimly.

The most feared creatures in South America: soldier ants! Each year, without warning, trillions of these large red ants march in perfect formation, cutting a swath of death through the jungle. No living creature can escape their jaws.

Perhaps even Shyster-Haven will not escape.

Perhaps Topa and the Cuzco police will catch him if he does.

Perhaps someone for some newspaper somewhere will tell this story.

But it won't be you. Or Indiana Jones.

**END**



Indy has Incas posted along the edges of Mount Huascarán's summit. He has had them melt down most of their gold in huge vats.

As soon as the Yungas, screaming loudly, climb up into the city, Indy gives the order—and the Incas tip the molten gold out of the vats! Hundreds of Yunga warriors sail back over the edge, screaming even more loudly!

The battle is over almost before it begins.

The next morning everyone is gathered to bid you farewell.

Manco Capac, seated on his ornate throne, beckons Indy to him. The huge crowd grows quiet.

"For saving our city from destruction," he announces, "I present you with this most sacred Pendant of the Incas. We are grateful."

The crowd cheers.

Then the happy Incas lead you to the edge of their city.

"Ready, Sir Reginald?" Indy asks as you prepare to descend the mountain.

"No," replies the older man quietly.

You and Indy look at each other in surprise.

.....  
*Turn to page 120.*



You and Indy reach up into the knife chinks cut in the mountain wall behind you. They make perfect hand- and footholds!

You climb fast, leaving the Yungas far behind.

"I hope we don't meet up with them again," says Indy with a laugh. "They're a little annoyed with us!"

You climb higher and higher into the clouds, unable to see what's above you, more than a little afraid to look down. You feel as if you're in a strange dream—almost as if you're climbing straight to heaven!

And something truly dreamlike awaits you when you finally reach the lofty peak of Mount Huascarán.

It's a great city of golden buildings, gleaming brightly in the sunlight. Strolling along its broad avenues are colorfully dressed Peruvians.

You know you are 22,000 feet above sea level and the air is thin. "Could we be hallucinating?" you ask Indy.

Indy is silent for a moment. You've never seen him look so amazed.

"The Lost Empire of the Incas" is all he says.

.....  
*Go on to page 117.*



So the Incas did not scatter and perish in the sixteenth century. They came here.

The palaces and grand houses are exact replicas of ancient Cuzco. And they are all sheathed in pure gold!

A deep voice to your right makes you and Indy turn sharply.

It is a massive Inca brute, dressed in elaborate robes and armed with a spear and a knife. He has appeared out of nowhere with a dozen other robed men, all as heavily armed as he is. He is growling at you in Quechua.

"Not a pleasant welcome," says Indy grimly. "He's saying 'Die, dog of a Yunga!'"

"I thought the Incas were peaceful," you say as the guards raise their spears.

"Not with the Yungas, they weren't," says Indy. "And these guys think we're Yungas!"

But they've never seen a gun before, and when Indy fires his pistol into the air, they drop their spears and run off into the city.

Behind you are Yungas who think you are Incas. Ahead of you are Incas who think you are Yungas!

.....  
If you hide here until night, turn to page 109.

If you enter the city, turn to page 100.



"Please forgive my inhospitable Legion of Death," the king goes on. "They must defend our empire from hostile intruders. We are often attacked by our old enemies, the Yungas." He turns toward the curtain. "And now," he says, "I trust this will be a joyous reunion."

Sir Reginald Brooksbank steps out of the litter!

The archeologist is dressed as an Inca!

He comes forward and says softly to Indy that he is sorry for the trouble he caused you. He explains that he met with these ancient people after his plane crashed near the Inca highway. They often travel at night to scout possible enemy attacks. They helped him camouflage the plane.

"But I knew you'd find it, Indy," says the archeologist. "I hope you also found the llamas I left for you!" he adds, smiling.

Then the king asks Indy for his help.

He tells you that the Yungas plan to attack the city tonight at sundown. Although Manco Capac has himself been trained as a fierce fighter, most of his people are too peaceful to repel the savages.

"No problem," says Indy.

And that night the Lost Empire of the Incas is ready for the Yungas!

.....  
*Turn to page 115.*



Hiding behind a bush, you throw a sharp stone, aiming hard at the man's ankle. He cries out in pain. This distracts everyone just long enough for Indy to get across the swaying vine-bridge safely.

"These *chacas* are always safe!" Indy calls to Shyster-Haven and his men. "The Indians keep them in good repair—an Inca tradition!"

The expedition crosses with confidence.

Now you will have to go it alone. You still have your suspicions about those men.

"You need guide maybe?"

It is Topa!

He tells you he has followed you because he also heard Shyster-Haven's men. He wants to help.

"Bad men," he says. "Want pendant for bad things!"

"I couldn't agree more," you say, heading for the bridge. "Come on! You want to be a guide—guide!"

For the rest of the day the wiry Indian keeps you hot on the expedition's trail.

Finally, at twilight, you catch up with them—at the Urubamba River. They are boarding their barge for the Amazon!

If you want to warn Indy, you have to act now!

.....  
*Turn to page 76.*



"No, Indy, I think I'll stay," says Sir Reginald. He fingers his bright Inca poncho. "It's more comfortable up here"—his gesture includes the beautiful vista around you—"than down there, in the war-torn, greedy world of modern civilization."

You and Indy don't know what to say.

"No," he says again. "I'll stay with these noble and ancient people. You two go back. See if you can make the world a better place!"

As you and Indy climb back down Mount Huascarán, you make a pact.

You will never reveal the location of the fabulous Lost Empire of the Incas.

Or the truth about the Legion of Death.

**END**







Can you and Indiana Jones™ survive in the land of  
***THE LEGION OF DEATH?***

Millionaire Waldo Shyster-Haven has asked Indiana Jones™ to lead an expedition into the South American jungles to locate his lost collection of priceless Incan artifacts. Three search parties have already disappeared and the locals blame the infamous Legion of Death. Indy's old friend, archaeologist Sir Reginald Brooksbank, is among the missing, so Indy agrees to take on this desperate mission—and you go along for the adventure!

From the very start when your tiny plane sputters to a halt, you are in terrible danger. Depending on the decisions you make, you and Indy could find yourselves in a steamy snake-infested rain forest, on a treacherous expedition down the Amazon River, deep inside an ancient well, or face to face with the terrifying Legion of Death. Every exciting and frightening choice is up to you as you

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# INDIANA JONES™

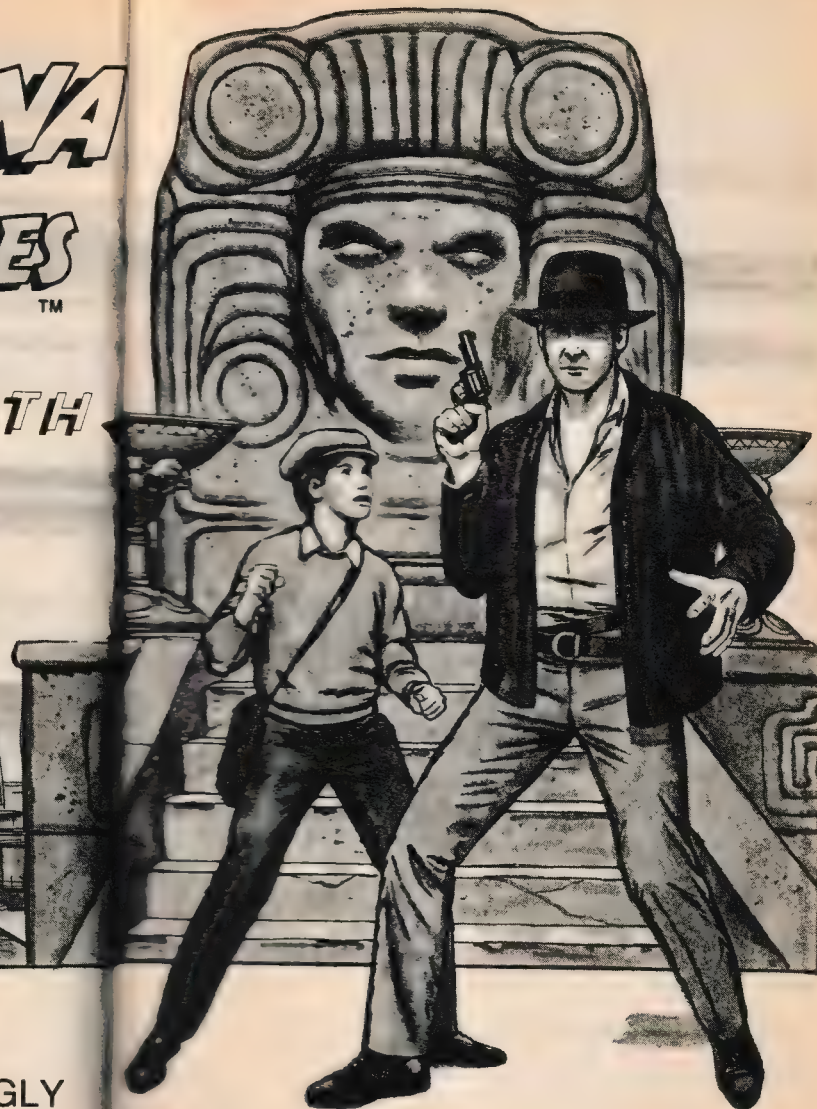
and the  
LEGION OF DEATH



by **RICHARD WENK**

Illustrated by **DAVID B. MATTINGLY**

BALLANTINE BOOKS • NEW YORK





**INDIANA**  
**JONES**<sup>TM</sup>  
and the  
**LEGION OF DEATH**

Find Your Fate<sup>TM</sup> #6





## Peruvian Andes, 1936

"It won't be long now, kid!" says Indiana Jones as he struggles to keep control of the small plane. "If I can fight this turbulence, we'll make it to Cuzco for lunch."

The city of Cuzco! Even as you're being jostled by the sudden turbulence, you scan the snow-capped terrain below you for a glimpse of the ancient Inca capital. Hundreds of years ago the first Inca, Manco Capac, founded an empire at Cuzco vaster than ancient Rome. You can't wait to see it.

Another hard jolt shakes the tiny craft and Indy yanks up on the wheel.

"I don't get it," he says. "The weather's perfect. Why the turbulence? If it gets any worse and we lose altitude in these mountains, we're goners!"

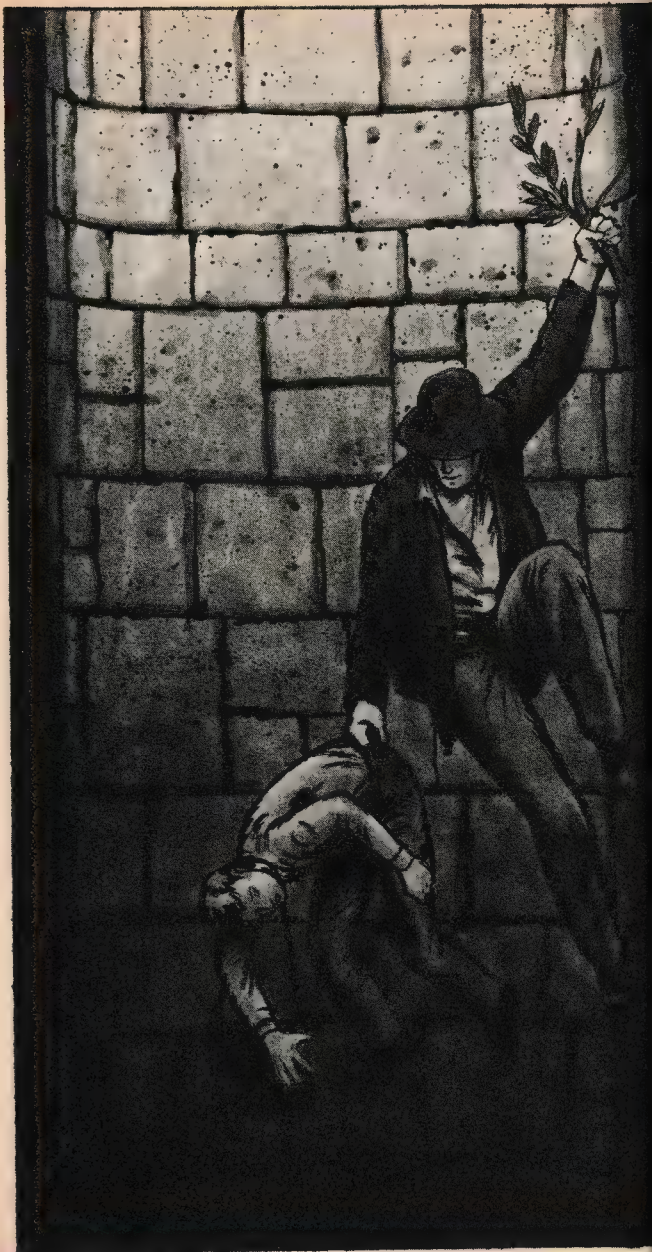
*Whoosh! Bump!*

Another terrific jolt rocks the cabin!

---

Turn to page 2.





Suddenly you stop falling!

You are hanging suspended in space and bent double. Indy is clutching your belt in one hand; with the other he has grabbed a strong green branch growing out from a crack between the blocks of stone.

"I'm getting a little tired of catching you in midair," says Indy.

You both manage to find footholds between the cracks, and slowly climb down to the bottom.

It is pitch-dark down here. And there's no water!

The well must have gone dry centuries ago. There are hundreds of dead branches piled at the well bottom. They crunch under your feet.

"We'll climb out when the headhunters are gone," says Indy, lighting a match, "but for now—let's look around."

You freeze in horror.

The "branches" are human bones, relics of centuries of human sacrifice! It is a grisly mass grave! Then you notice a bony hand grasping a half-removed stone block.

Indy crouches to examine it.

"Indy," you say, "this is no time for archaeology! Let's get out of here. It's giving me the creeps!"

.....  
*If you convince Indy to leave, turn to page*

*16.*

*If you decide to look behind the loose block, turn to page 46.*



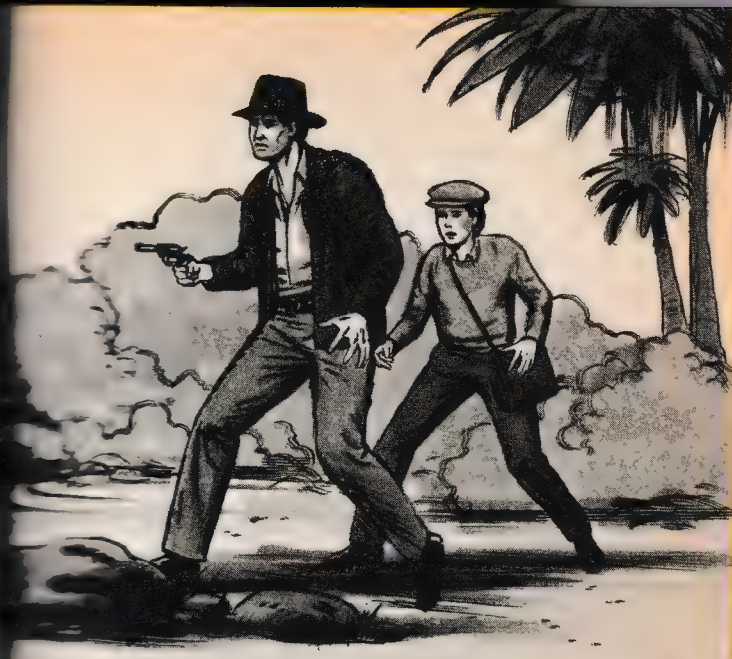


Indy draws his pistol as the headhunters advance. This time he'll take as many of them as he can.

But they don't attack. Instead the chief comes forward, gesturing to Indy and declaiming something loudly. To your amazement, Indy smiles. Then he puts away his gun.

"They think we're messengers from their god," he tells you, "because we didn't die in the well!"

Then the chief tells Indy that he has found a silver condor in the jungle. Has it too come from the god, he wonders? As he prattles on, Indy translates for you.



"We're in luck!" says Indy. "They've found the wreck of the cargo plane. They'll take us to one condition. We have to save their village from the mad devils that are haunting it."

"What mad devils?"

"I don't know," says Indy. "According to the chief, the devils have been killing headhunters with lightning spears for the last two moons. Let's find out who they are, kid."

Are you about to do battle with the Legion of Death?

.....  
Turn to page 36.



Indy gets the plane's nose up just before you hit the ground. Both landing wheels crunch as you come down. Then the plane continues to roar and skid through the tall grass until it comes to a shaky stop halfway over the edge of a deep ravine.

Indy grabs the radio transmitter.

The plane tips dangerously!

"S.O.S.!" he shouts into the mouthpiece.

"This is Indiana Jones calling Inca expedition Cuzco. Come in, Cuzco! S.O.S.!"

Indy barely manages to radio your position when the plane suddenly shifts and begins to topple. You and Indy scramble out of the cabin as the plane plunges over the cliff to fiery destruction on the rocks below.

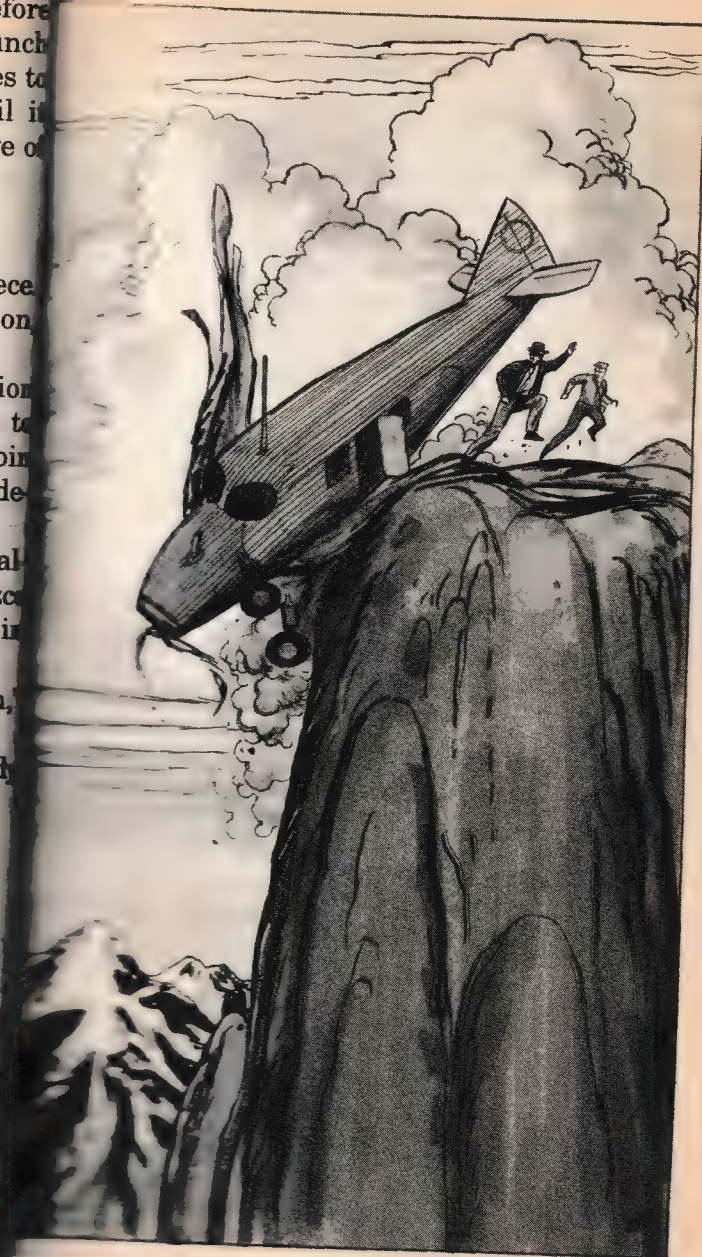
You are safe for the moment. But it's already afternoon. Should you try to get to Cuzco on foot before nightfall, or simply wait here in hopes that the expedition will find you?

"It's a good thing you radioed our position," you say to Indy.

"I radioed it all right," he says. "But nobody answered. The radio may have been dead!"

.....  
*If you head for Cuzco on your own, turn to page 25.*

*If you wait for the expedition, turn to page 17.*







Is this what happened to all those search parties?

"At least none of them looks like Sir Reginald," says Indy.

The spearpoints urge you through the village. There, past the huts, is a wide, circular cistern in the ground, formed by rough blocks of stone. Near it is a massive stone statue, the face carved in a fierce grimace.

"An ancient idol to the Tiahuanaco people," exclaims Indy. "These headhunters must be descendants of the Tiahuanaco—worshippers of the 'weeping god.' See the stone tear in the statue's eye?"

But your interest in anthropology is at a



...low. Out of a nearby hut comes the chief headhunter! He wears a huge puma headdress adorned with bright feathers, and a belt decorated with shrunken heads! He strides over to the altar in front of the idol and picks up a stained stone axe!

Then he comes slowly toward you.

"Easy!" says Indy. "Mustn't lose our heads as to speak."

.....  
You choose to make a break for it, turn to

..... let Indy get you out of this, turn to





Indy turns to fire another shot.

*Click!*

He's out of bullets.

"W-we'll never get out of here!" he shouts above the roar of the wind.

You quickly pull the metal ring on the parachute you've brought from the wreck.

"Hold on!" you yell to Indy.

The chute opens and is filled with air immediately by the powerful updraft.

You and Indy loop your arms through the straps, and just as the anacondas coil around your feet, that wind blows you straight up!

The snakes drop away like loose strings.

You sail up and out of the canyon and land with a thud on the bluff above.

You and Indy untangle yourselves from the falling chute and stand up, only to come face to face with the headhunters!

"This is too much for one day!" you exclaim.

"Look who's here," says an unfamiliar voice.

.....  
*Turn to page 47.*



Crouching behind a giant fern, you look around for Indy and see him creeping up the slope. You realize he is planning to get the drop on the "mad devils" in the cave. Meanwhile another burst of gunfire spits out of the cave entrance, and the natives run off in terror.

Indy leaps into the cave, and you hear a furious scuffle. He may be in trouble!

You rush up the slope.

Just as you reach the cave, out come three bearded men in filthy, shredded clothing. The leader grins a terrible grin.

So these are the "mad devils" who've scared off a whole tribe of savage headhunters!

Can they be the mysterious Legion of Death?

Suddenly Indy walks out of the cave. He's grinning too!

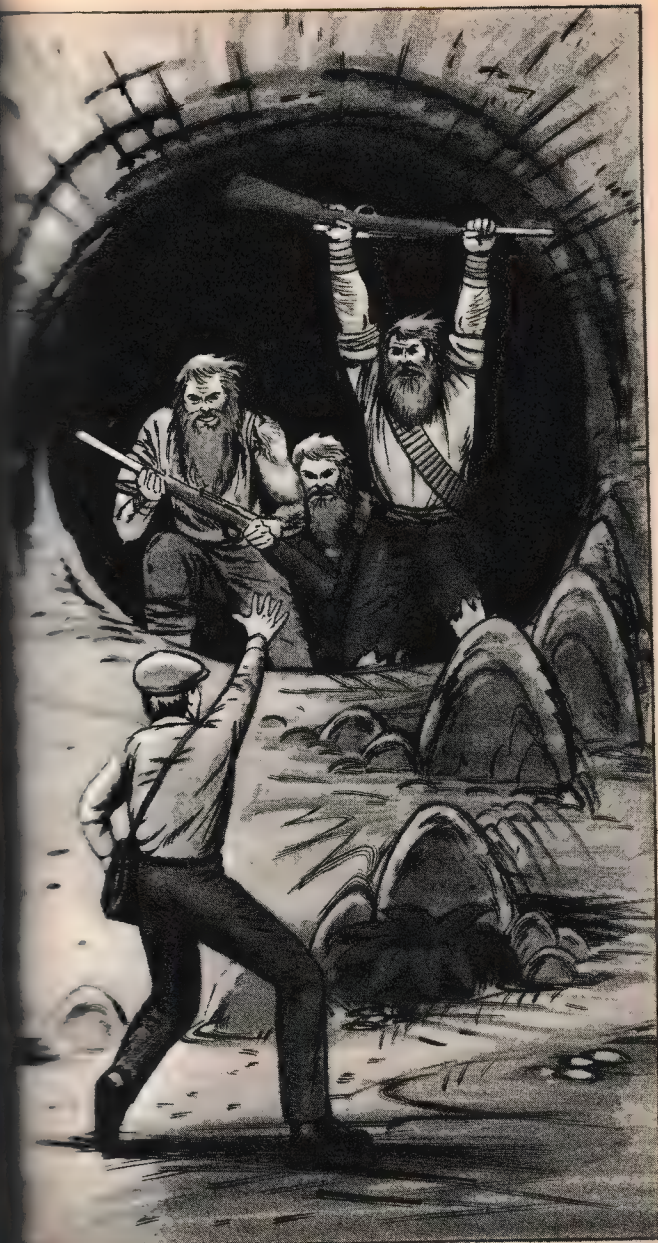
"My young friend," says Indy, "meet my friend—Sir Reginald Brooksbank!"

"The archeologist?"

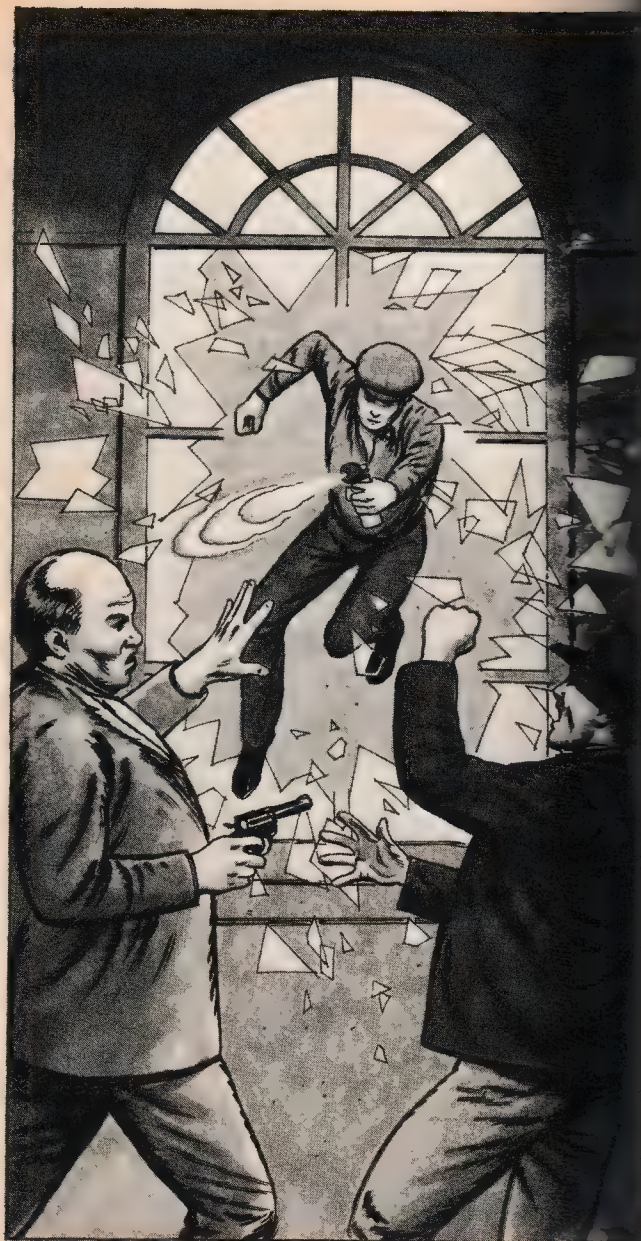
"The same," says Brooksbank. "And these men are my pilot and co-pilot. We've been trying to keep these natives at bay for two months now and our ammunition was running low. It's a jolly good thing you arrived when you did. We've had to live here like hermits ever since we escaped from the plane wreck—which, incidentally, is right on the other side of this hill."

"But what about the Inca artifacts?" you ask.

.....  
*Turn to page 32.*







Behind you, from inside the lab, you hear screams as the gunmen inhale the deadly gas.

You look in the window of the front room. There stands Waldo Shyster-Haven, holding a gun on Indy.

He also heard the screams.

"Jones," he says, "I don't know how you got my men, but you won't live to see my death!"

Then the fat millionaire cocks the trigger.

He is about to shoot Indy!

"No!" you shout. You leap through the window and spray the atomizer in his face.

He drops to the floor. You tell Indy there is deadly gas spreading through the building, and the two of you run for it. And you keep running until Wellspring Industries and its deadly secrets are far behind you!

END



As your llamas climb the narrow path, Indy tells you more about the Incas.

"Just as the golden staff symbolized life to the Incas," he says, "the Pendant symbolized death! Whoever wore it could condemn others to death. It was precious to the Incas because they loved peace and would only use the pendant in defending themselves—"

Suddenly the llamas stop and kneel down. Ahead are nothing but mountain walls—rising straight up. They are impossible to climb.

You and Indy dismount. Before you is a small recess in the rock wall. Behind you is the path down.



"Now what?" you ask.

At that moment a moving shadow obscures the sun. It is a huge condor with monstrous talons—and it's coming right at you! Indy rushes you out of the way and draws his pistol.

But the mighty bird claws the gun out of his hand. As Indy tries to fight it off with his bare hands, you see another condor swooping down out of the sky!

You will both be killed if you don't do something!

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*If you dive for the fallen gun, turn to page*

*If you run into the recess, turn to page 110.*



In the back of the deep cavern, Sir Reggie has excavated the tomb of Ayar Cachi, brother of Manco Capac, first king of the Incas!

A perfectly preserved mummy of Ayar Capac on a golden throne. On either side stand two stone statues, as if guarding him.

"To become king," says Sir Reggie, "Manco Capac had his own brother walled up alive in this cave. Much later he came back and enthroned Ayar Cachi, and vowed to lead a *peace-time* army called the Legion of Death! The golden pendant was placed around Ayar's neck when Manco made the vow."

Sir Reginald points to the mummy's lap.



"And here is an artifact more valuable than the pendant," he says. "The golden staff of the Incas!"

"Whew!" says Indy. "Waldo Shyster-Haven is getting more for his money than he thought!"

"There's one part of this mystery I still don't understand," you say, frowning. "What were those drops of blood we saw on the trail?"

"Oh, that. I was clearing some foliage from the entrance this morning," says Sir Reggie, brushing and holding up a bandaged finger. "And lost myself on Loki's machete!"

END



There is a sharp, paralyzing pain in your left hand. You flail out wildly, then fall backward dizzily. You are losing consciousness!

Everything goes black.

When you wake up, you and Indy are in a huge, crudely woven net. It's tied firmly at the top, and it's being hauled up the mountain by native Indians! You see more of them above looking over the edge of a high ridge.

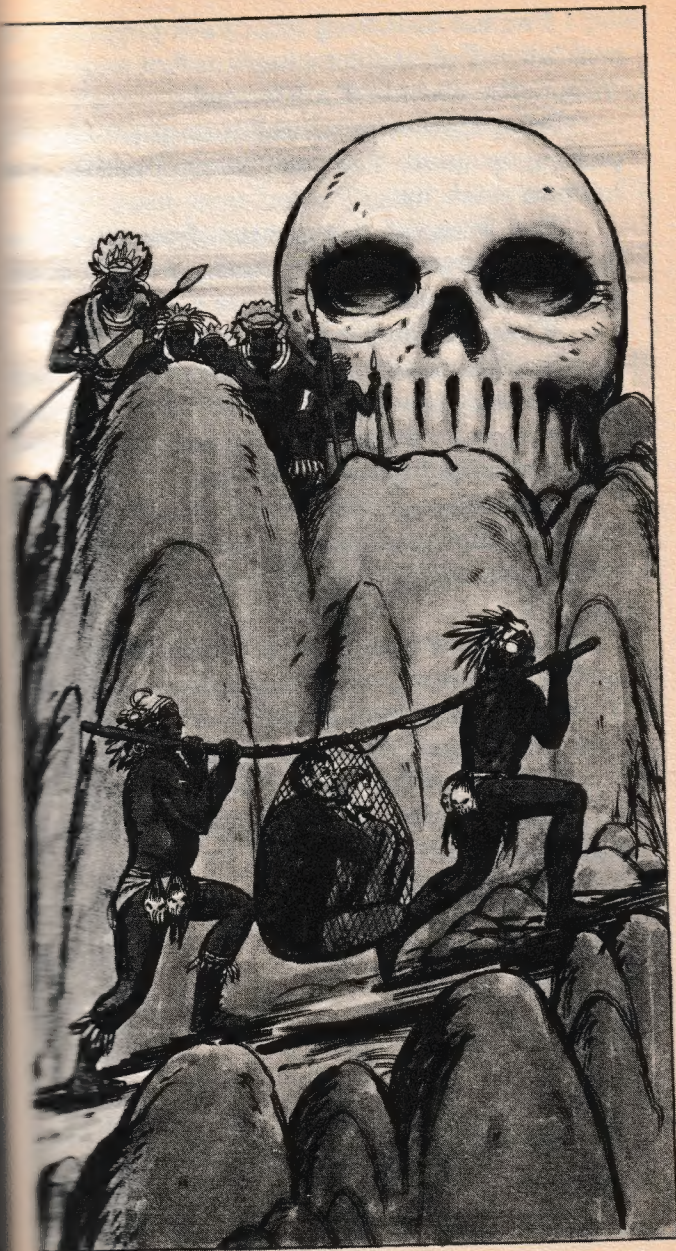
"Well," Indy says to you as you're being pulled up toward the ridge, "it's faster than climbing. Don't knock it."

As you get closer you can see sharp knives and long blowdarts in the Indians' belts.

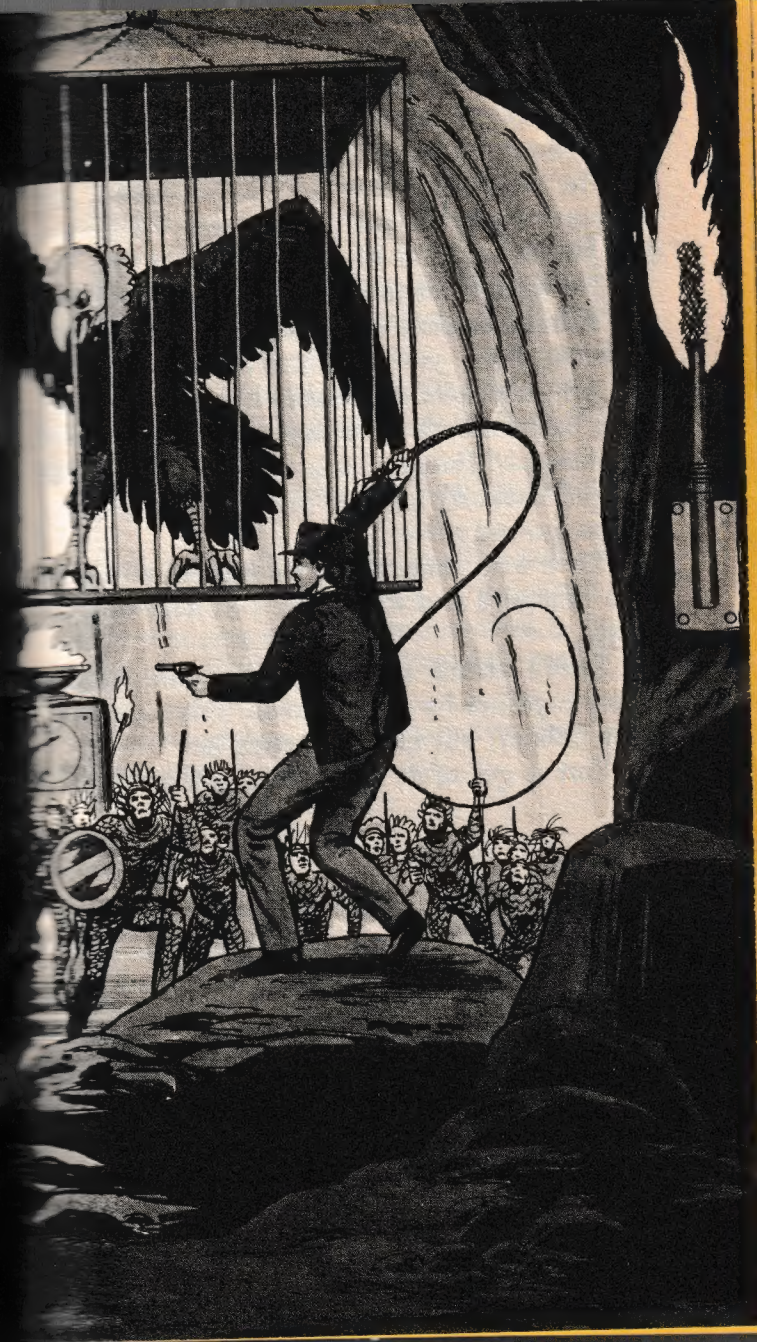
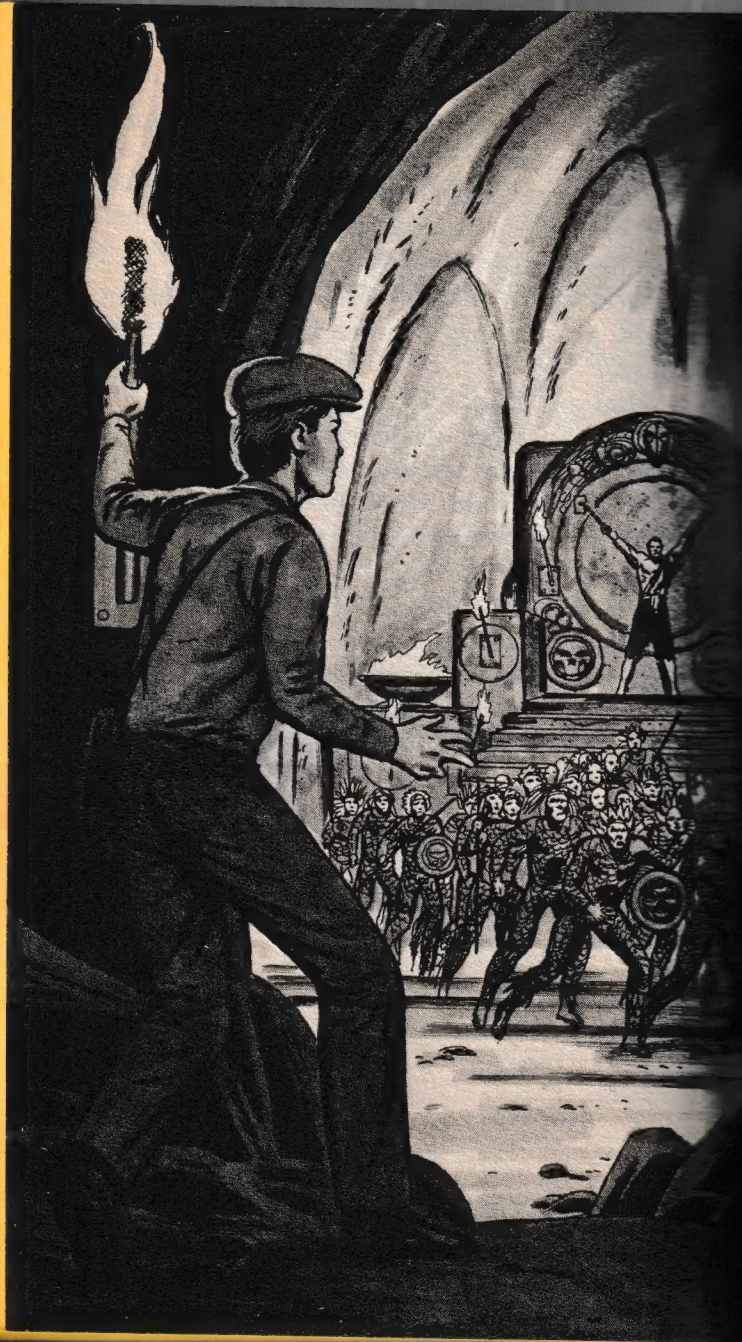
"Poison darts!" says Indy. "Lucky they only stunned us. These must be a remnant of the ancient Yunga people. Four hundred years ago they were the natural enemies of the Incas. Somehow they've managed to survive up here—fifteen thousand feet above civilization!"

The savage warriors drag you to a huge domed rock, carved like a human skull! They drive long stakes into the rock and fasten your net to it. Then they scurry down to a ledge below.

.....  
*Turn to page 94.*











You and Indy stride boldly down the gold-paved main avenue of the sprawling city.

Ahead is a brightly colored procession led by a magnificent, canopied litter. Men and women follow slowly behind the litter, carrying smoking incense in copper and silver vessels.

You see a king's guard rush up to the litter and stop it in its tracks. He points back at you in fear.

All the people turn and look as the curtains of the litter part. The great Inca king steps out.

There is a moment of tense silence as the citizens await the meeting between you and their mighty king.

Then the king speaks.



"Welcome to Tawantin-Suyu," he says. "The name of our city means 'Four Corners of the World' in our humble Quechua tongue."

"You speak English!" says Indy, astonished.

"Yes," replies the king with a smile. "We live apart from the modern world, but we are not ignorant of it."

He tells you he is called Manco Capac, named for the first Inca, and suddenly you see that the king is wearing the fabulous Pendant of the Incas and carries the original golden staff!

.....  
*Turn to page 118.*





You run down the stony path to the embankment, shouting at the top of your lungs.

"Indy!" you scream, ignoring the surprised faces of the men. "Don't cross! These guys are up to something!"

But Indy has already crossed halfway. He stops and looks back in time to see three of the strongest men pick you up and toss you onto the wildly swaying bridge!

You look down.

It must be almost a thousand feet down to the boiling rapids.

Indy is starting back across for you.

You look back.

"Cut the support cables, men!" Shyster-Haven yells. "As long as they're on to us, we'll have to find the secret formula without Jones!"

Indy reaches you. You are holding on tightly to the twisting walkway.

Then everything happens at once. You feel the bridge give way under you. You feel Indy's strong left arm catching hold of you.

You feel yourself falling through space as you and Indy plummet to certain death!

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*Turn to page 40.*